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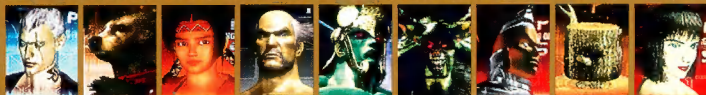
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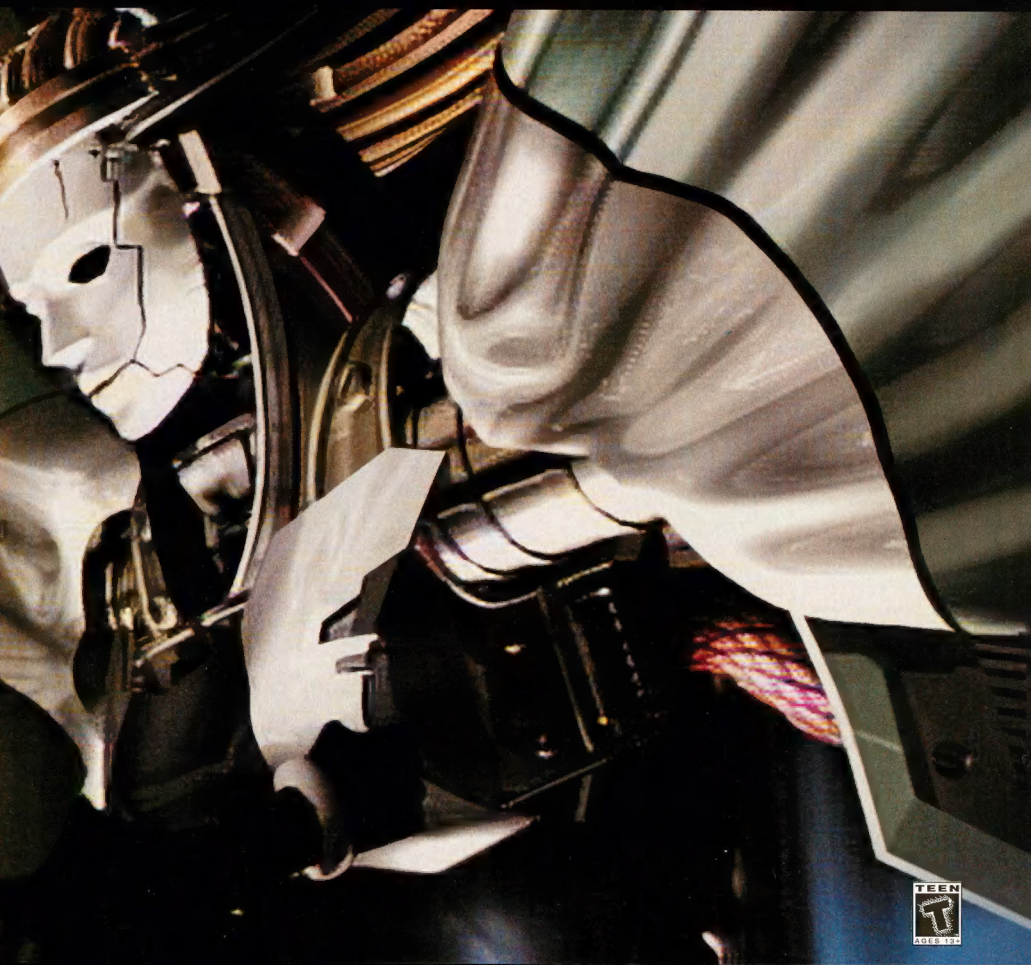
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Nº.15370

FRIDAY, 31 OCTOBER

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A man of good character who can dig and fill holes quickly. Must start immediately.

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Number 4.0

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Audit Bureau of Circulations

Gamers just seem to be getting better and better at the games they play. Every type of gamer—from the computer adventure gamer, to the fast-action console gamer, to the barely-able-to-see-the-screen arcade player—is getting more adept at conquering the AI as well as each other! Maybe it's from the tireless, relentless hours we gaming addicts spend in front of our faithful machines. Or, maybe the games are just not changing that much.

No matter which idea you subscribe to, gamers have more bragging rights than ever.

This trend has led to two responses in the gaming communities: One is the rental of games that can barely keep up with the insatiable appetites of "kids." The other, more interesting approach is replay value.

Sure, everyone brags about beating Mario 64 or Tomb Raider in a low number of hours, but companies are looking to meet the high demands of gamers by providing more difficult settings and instant replay. As an obvious example of the first case, look at Hercules. There are three levels of difficulty that range from Easy to Herculean. I guess the Easy level is set for young kids who are expected to be the main draw to this movie crossover. However, it is usually these "kids" who are the real gaming gurus who can kick your butt in the arcade then just look up and smile. In the case of Hercules, this Easy setting is designed so that you can only complete a portion of the game on that setting. In other words, if you want the whole experience, you must play the game on at least the Medium setting to get to the end. Also, this title implements the second example of replay—extended gameplay—by offering a number of letters, vases and percentage of pickups as a challenge to complete the game fully. This instant-replay value, as I call it, may not appeal to all gamers, but it can give you further pride and bragging rights to get all the items or 100 percent of the icons.

The first idea—harder levels of play yield more levels or a secret ending—is not quite as common as the latter example. Some players might even think that the "extended gameplay" is weakened by having to go through the same levels repeatedly. However, if you look at the trends, you'll see that many of the best-selling games like Star Fox 64 feature just this principle. In fact, Star Fox has implemented several levels of replay by going through the same set of levels to record a certain number of hits, then repeating the process in the Expert Mode. This gives people the option of how much they want to play. Some may beat the game on its multiple paths but not get all the medals, while those looking for the full challenge can spend countless more hours going for the hardest modes and opening up more options.

Even games like the infamous Final Fantasy VII have alternate and optional "quests" to challenge and tease gamers to fully explore the games. We at EGM² look to embrace these new challenges and look forward to giving you the inside track to expose all these games' standard features and beyond. So pat yourself on the back while you can...because today's games aren't getting any easier, and bragging rights will be reserved only for those who beat the entire game.



MAG STATS

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Number of meetings
Number of new members
Page changes
New regime
T-shirts sold:

Andy Baran
15
2
6
6
Starts next month!
??

by Howard "BEAUTY & THE BEAST" Grossman
Editor in Chief
egm2@zd.com

IT'S CLOBBERIN' TIME!



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IN 3D RENDERED ENVIRONMENTS!**

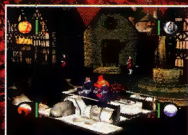


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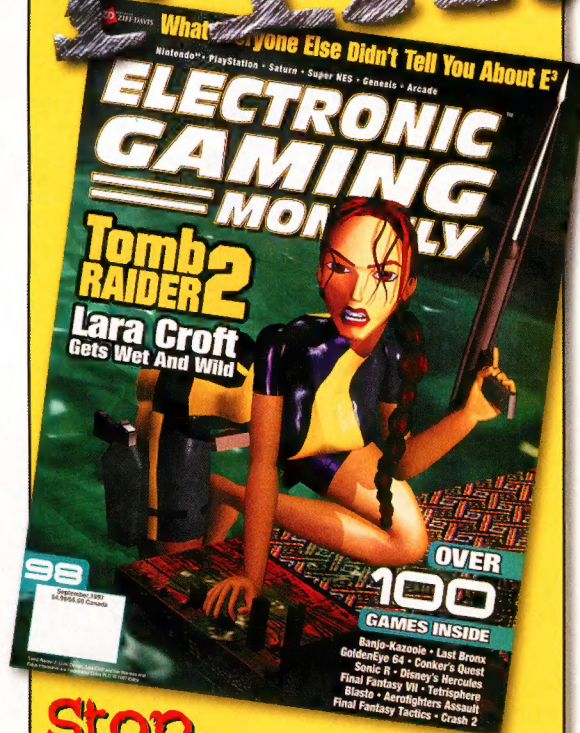
**I started kicking
inside my momma.
And I haven't stopped since.
Right now, the only thing
between me and a
world title is 8 yards and
a goalkeeper. And my foot
only listens to you.
Bury it.**



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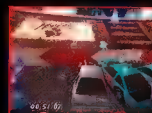
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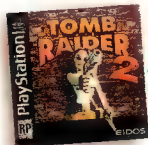
Check for unresponsive

Gently tap & ask, "Are



Figure 5-3

ness
you okay?"



If they don't respond, check immediate area for Tomb Raider 2, Deathtrap Dungeon, Fighting Force or any other Eidos games. Then make off with whichever ones you can before the poor bastard comes to.

EIDOS

I N T E R A C T I V E

You've been warned.

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number

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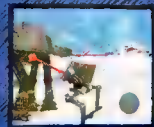
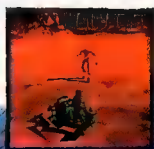
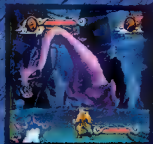
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28 trick of the month
Enter any room, including the secret ones, without keys by doing the Dark code



for some, the fantasy could be a nightmare

So you've been dreaming the moment you would play Final Fantasy and whiz through the glorious levels, defeating everything in your path. But now that you are playing the game—to your horror—you are...STUCK!

There's nothing to be ashamed of, because we have a 12-page guide to help you through the sticky situations! It starts on **PAGE 72**.

"Various guard colors indicate different strengths/weaknesses."



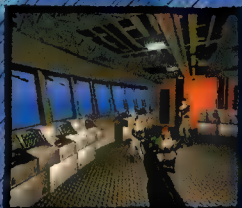
special feature

secrets
unveiled

The hidden characters of Tekken 3 have been revealed in this issue. Plus, find out all the new Mortal Kombat 3 information. Check out the excerpts starting on **PAGE 48**.



strategies



obtain a license to kill

The bad guys have once again decided to cause some mischief. So, it is up to you, as James Bond, to put a stop to their villainy. And it won't be easy because they'll throw a lot of artillery at you. However, you will be equipped with 007's secret trademark weapons and the GoldenEye strategy guide located in this issue. The coverage begins on **PAGE 42**.

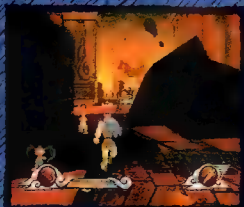
"GoldenEye is not just another Doom clone. You must accomplish missions, and with three different difficulty settings for each, you'll be pretty busy."

42

It ain't easy being a hero...

...especially when you have to duke it out with Nessus, a sword-blocking centaur, Hydra, a three-headed monster and the main antagonist, Hades. However, we have the tips and cheat codes to help you through Disney's Hercules. So grab a box of Wheaties and this guide—you'll be well on your way to becoming the next best thing since sliced bread! The story begins on **PAGE 60**.

"Nessus is a tough enemy, so your sword won't work. Instead, outsmart him..."



60

96



blood and guts can be fun!

Did Resident Evil seem a bit tame? Well, in Clock Tower, you'll have to stay ahead of a murdering Scissorman—you'll be losing yours quickly. However, in this issue, we have a few tricks up our sleeves to keep you on your toes. And if you choose not to follow our guide, well then, we did warn you. By the way—who's that guy behind you with the scissors in his hands? Check out the info on **PAGE 96**.

"...show Prof. Barton this note before he is killed."



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one thing
more torturous
than playing
Deathtrap Dungeon.



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DEATHTRAP Dungeon

"Beat me. Whip me. Just don't hit that Quit button." Consider it your battle cry. Then bring on the skeletal warriors, zombies and countless other undead denizens. Each one is another chance to slice and dice like a Ginsu® knife gone bad. Or simply cast a spell



Not playing it.

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on the evil priestess who's done you wrong. Because in this cavernous maze of devious traps, it's all about cheating death at every turn, blurring that fine line between pleasure and pain. And just when you think you can't take it anymore, consider the alternative.



EIDOS

INTERACTIVE

You've been warned.

Strategy Talk

LETTER OF THE MONTH

Just because a game is called an RPG doesn't make it so...

Dear ECM²,

This is my first letter to you. I saw some complaint-type letters and thought I'd write one.

Some of the so-called RPGs that are coming out are misleading. I thought an RPG was like the Final Fantasy series and some of the other big-name games such as *Zelda*, *Breath of Fire*, etc.

I purchased three that were called RPGs, but I wouldn't put them in that category. They are *Blazing Heroes* from Sega, *Vandal Hearts* from Konami (those little blocks that you

can move in are very annoying and an easy way to let your enemy beat you) and Dragon Force from Working Designs. (It was not that great either. I guess I must be the only one who did not like it.)

However, I did buy Suikoden and loved it. To me, that is an RPG!

Most of these I can't rent and try out as you have suggested. It's buy and try. Then if you are disappointed, tough.

I get three magazines a month and I didn't see that much on Vandal Hearts.

I just wish these companies would stick to one type and call an RPG an RPG and quit misleading some of us!

Marvin Oyler
Marion, IN

We must admit that RPGs are hard to rent and play. You just aren't given enough time to get the full effect of the game (unless you want to spend that kind of cash and rent it constantly). However, if you have friends who own the game, maybe they would let you keep it for a while.

You are correct when you say a game should only be classified an RPG if in fact it is an RPG. But what makes a game an RPG? Sure it should have an in-depth story line, lots of character interaction plus a lot of puzzles to solve with a cool ending, yet lots of gamers and companies feel that RPGs should contain other elements. In fact, a lot of our RPG players on the staff gave varying answers to what an RPG should

contain to be considered an RPG. It seems that you have a certain definition of what an RPG is, Marvin, and these games did not meet your expectations.

As for not reading much about Vandal Hearts, we did have a two-part strategy guide on the game (EGM's #35 and #33). But we do not review the games we play. EGM's goals are to give our readers the meat of the games in an objective viewpoint.

However, our sister publication EGM did preview the game in EGM #92 and reviewed the game in EGM #93. In fact, the Review Crew gave it a silver award (the total score has to average an eight).



**Marvin won
an InterAct
Control Pad
for the N64,
PlayStation
or Saturn!**

GAMERS' FORUM

Special Thanks

Here is a list of hellos, thanks and credit for several people who deserve a special mention:

- * Chris Kramer from 3DFX and the use of the Rendition 3-D graphics board in our test
- * Number 9 for their great 2-D/3-D 772 Reality board
- * Panther 7 from the 847 Dwango server for his contribution to the tips and tactics section.

Gamers' Forum goes above and beyond the normal letters section. Inside, learn who's scored big, gripe about gaming wrongdoings, find out what bigwig said what about whom, throw around some trash talk, check out the coolest envelope art around and, of course, learn the answers to some of the

toughest strategy questions
 playing the gaming world.
 As always, write to us at:
EGM's Gamers' Forum
 1920 Highland Ave., Suite 222
 Lombard, IL 60148
E-MAIL: EGM2@ZD.COM
 Include your name and complete mailing address when submitting letters for Letter of the Month (even when e-mailing!).

HELP WANTED:

If playing and writing about games for a living is your idea of fun, then you're just what our team needs. *ECW*, one of the largest growing magazines in the video game industry, is looking for a fresh devoted enthusiast to fill our assistant editor position. Some desktop skills needed; passion for gaming is required. Editors are expected to write and design strategy layouts for new video games. Must be able to handle deadlines and have good communication skills and research skills. Must be able to work in the Chicago/land area.

Send cover letter, resume and 3-5 clips to our corporate headquarters: Ziff-Davis Publishing, Human Resources Dept. Job Code: ASE-MK, 10 President Landing, Medford, MA 02155. Fax: 617-393-3038; e-mail: career@zd.com. An equal opportunity employer.

LETTER ■ THE MONTH Contest Rules

No Purchase Necessary: To enter, send your letter to "Interface Letters to the Editor," 1520 Highland Avenue, Suite 222, Lombard, Illinois 60148, or e-mail us at EGM_Mail@aol.com. Make sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 10th day of the month for the next available issue of EGM. Sponsors assume no responsibility for lost, mutilated, use-able incomplete, postage-due, or misdirected entries. Contest open

2. **Prizes:** One Grand Prize winner will receive one of the following prizes at Sponsors' sole option: One (1) Shark Pad Pro for N64; One (1) Program Pad for the PlayStation; or One (1) Eclipse Pad for the Saturn.

Grand prize has an approximate retail value of \$29.99 U.S. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Originality (50%); and (ii) Topic (50%). Judging to be held on or about the 15th day of each month. www.fox.com

day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitution of prize(s) is allowed, except at the option of Sponsors should the featured prize become unavailable. The odds of winning will be determined by number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A

2. **Eligibility:** Non-competition with the more experienced contest winners or return of any prize-winning soldiers.

any fraud or misrepresentation will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt of lottery prize. By acceptance of prize winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion.

without further compensation, unless prohibited by law. Employees of Zill-Davis Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Zill-Davis Inc., InterAct Accessories and their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses.

es that consumers might incur as a result of his contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff-Davis Inc., InterAct Accessories and their agents, representatives and employees will have no liability whatsoever for any injuries, losses or damages of any kind.

4. **Winners' List:** For a list of winner, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Letter of the Month Winners List", 1929 Highland Ave., Suite 200, Lombard, IL 60148. Requests for winners lists must be received by the 25th day of each month ending

5. **Sponsors.** This contest is sponsored by Ziff-Davis Inc. and InterAct Accessories, Inc. ©1997 Ziff-Davis Inc. All rights reserved. Printed in USA.

Batter up

Dear EGM,

I have a question for you. I recently bought Triple Play 98 for my PlayStation. Why do some pitchers—John Smoltz, Tom Glavine and some of the other Braves pitchers—pitch sidearm when they are supposed to pitch overhand?

Also, what happened to the Braves' Alab Embree and the Reds' Deion Sanders?

Marlon Lingat
Coose Creek, SC

We contacted EA Sports to get some answers; unfortunately, they didn't get back to us in time for this issue. Still, we did check out the pitchers who appear to be throwing sidearm.



Don't see a pitcher you like?
Create one with this screen.

You're right: They do throw sidearm every once in a while. But if you move the Instant Replay camera closer to the mound, you'll see the pitching animation isn't the same as it is for a sidearm pitcher, even though they appear the same from home plate.

As for your roster questions, EA Sports has always put in the most updated roster lists possible before a sports game ships; in this case, EA Sports probably didn't have time for an update. Maybe you can use the Create Player feature instead!

Dear EGM,

I want to ask Nelson "Show Me the Money" Taruc a question: In Triple Play 98, why won't they let you be an expansion teams for a season?

Joe Stumm
Philadelphia, PA

Nelson says: I haven't heard the official word yet from EA Sports, but I can only assume that would've taken too long to implement in time for the game to ship. (I figure that the stat tracking would've been the primary obstacle.) It seems rather odd, considering that others (such as Sega's World Series Baseball '98) let you play as either expansion team in a season. Maybe there's a secret code to play the expansion teams in a season? Any ideas, readers?

D'oh

In the second part of the Wild Arms guide under the section, "Epitaph of the Sea," I



this has given gamers.

—Scott Augustyn

Up in arms

Dear EGM,

In the Dead Sanctuary (in

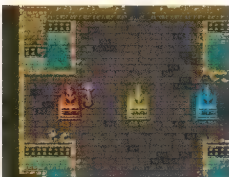
Wild Arms), how do I open the door in the last room with the colored statues? The clue said to place Love (red stat.) on the left, Courage (blue stat.) on the right and Hope (green or gold) in the middle. I've tried this, but had no luck.

Rey Balbino
Philippines

Dear EGM,

In the Dead Sanctuary, there are four different colored statues with only three spaces to put them in. Which color goes where?

Frederick Spikes
Hempstead, Texas



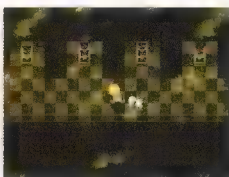
This is the order in which the statues should be placed.

This is the trickiest of puzzles, Frederick and Rey. In order to get the statues to work, you have to destroy the light blue statue. Then arrange the statues like the picture above.

Dear EGM,

In Wild Arms, while restoring Rudy's arm, I went into the book called "DE LA METALICA," and in the book there is a door that says, "Knowledge and treasure go hand in hand...the door won't open until an understanding is reached." Next to it is a stone tablet that says, "Knowledge is the treasure if you seek the other side of the door, you must engrave this into your heart."

Now if you go up the



The treasure chests are one of the trickiest puzzles in the place.

WHAT IF?

OK, here's another chance to let your creativity really shine! Send your "What If's" in and maybe they'll get published in our mag! All you have to do is think of the weirdest possible thing you can imagine and write it down! Easy enough!

...len was actually a good driver?
...Weird...had a long lost twin named Norm-Al?
...out of the kindness of their hearts, EGM sent me an N64, and all the games with it?
(What...out of the kindness of his heart, Michael bought two life-time subscriptions to EGM?)

Michael Hage
Dallas, PA

...Beavis and Butt-head fought Wayne and Garth in wrestling?
...disco came back from the dead?

...Dr. J met Dr. Giggles?
...the GameShark ate the Game Genie?

...Austin Powers met James Bond?
...Dennis Rodman was normal?

Vlad Sanchez
Skokie, IL

...the Borg cubes had Intels inside?

...the Borg operating system was Microsoft's Windows 95?
...Bill Gates was a Borg?
(Resistance is futile.)

...while attempting to assimilate the Earth, the Borg downloaded Windows 95 and were wiped out...the ensuing system-wide meltdown?

...P. Jack tried to assimilate Nina Williams?

Rick Kesti
Yakima, WA

...Beavis and Butt-head were in Star Wars?

...Han Solo was in Street Fighter III?

Lennie Olinga
El Cerrita, CA

...Big Bird was the Boss in Mega Man X3?

...In Star Wars, you could change Princess Leia's hairdor

Nick Batolero
Waukesha, WI

Trash Talk

Win outcomes of your best intimidating and taunting comments (no swearing!).

Do you want me to get a hamstring play you so you have a little bit of an advantage?

My Jamsotchi can play better than you!

Here are two words for you: YOU SUCK!

Shy Bohannon
Fort Payne, AL

I want you trying to beat me or vice versa just pushing the buttons?

Man if you drove like that in real life, you'd be dead by now!

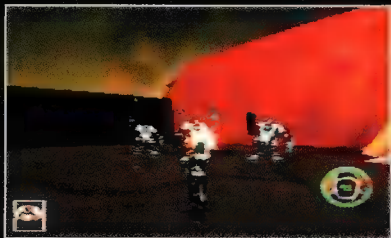
Don't worry. No one can play as good as me.

Leah Holt
Brentwood, CA

IT THINKS.



THEREFORE IT KILLS.



AND NOW IT'S ON PLAYSTATION.

<http://www.playmatestoy.com>

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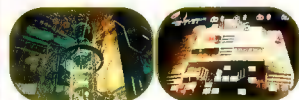
PlayStation Software developed by Neversoft Entertainment.

Shiny
Entertainment



www.shiny.com

Readers' Top Fives



Shy Bohannon Fort Payne, AL

1. Tamagotchi
2. GigaPet Chimp
3. PaRappa the Rapper
4. Police Trainer
5. Star Fox 64

Steve Goecke Algonquin, IL

1. Final Fantasy VII
2. Triple Play 98
3. GameDay 97
4. NHL 97
5. Madden 97

Keith Freeze Mobile, AL

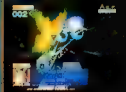
1. Bomberman
2. S. Puzzle Fighter II
3. Command & Conquer
4. Mass Destruction
5. Tekken 3

Top 10 Japanese Games



1. SaGa Frontier
PS
2. Dokyusei 2
SS
3. Game ■ Haken!!! Tamagotchi
GB
4. Final Fantasy Tactics
PS
5. Armored Core
PS
6. Tokimeki Memorial Drama Series Vol. 1
PS
7. Game de Haken!!! Tamagotchi (Pink Tamagotchi Set)
PS
8. Pocket Monsters
GB
9. Tokimeki Memorial Drama Series Vol. 1
SS
10. Time Crisis & Gunco
PS

Console Games



1. Star Fox 64
Nintendo
2. Warcraft II: Electric Blue
Electronic Arts
3. MLB 98
SCEA
4. Disney's Hercules
Virgin
5. Tetrisphere
Nintendo
6. Albert Odyssey
Working Designs
7. Int. Superstar Soccer
Konami
8. World Series Baseball '98
Sega
9. Clock Tower
ASCII
10. Ace Combat 2
Namco

Editors' Top Fives

Howard "Beauty & the Beast" Grossman

1. Ultima Online
2. Abe's Odyssey
3. Skullmonkeys
4. Castlevania: SotM
5. Tekken 3

Tim "Austin Powers" Davis

1. Felony II-79
2. Castlevania: SotM
3. Rage Racer
4. Shining the Holy Ark
5. FFXII

Nelson "Air Force One" Tarcu

1. GoldenEye
2. Felony II-79
3. GameDay 98
4. Hermie Hopperhead
5. SF III

Ron "Up in Smoke" Marciniak

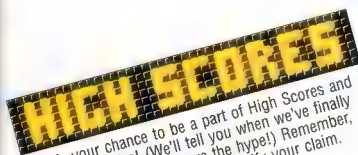
1. Super Ghouls II Ghosts
2. Smash TV
3. GoldenEye
4. Golf (not the video game)
5. Street Fighter: CE

Mark "Contact" Main

1. Ultima Online
2. MechWarrior II: Mercenaries
3. Star Fox 64
4. Wild Arms
5. 3D FX

Scott "ConAir" Augustyn

1. X-COM Apocalypse
2. Clock Tower
3. Ace Combat 2
4. Ultima Online
5. Iron Storm



Here's your chance to be a part of High Scores and even win a prize! (We'll tell you when we've finally got the winners. Gotta love the hype!) Remember, you must send in a picture to verify your claim. Here are the scores to beat!

Send High Scores to:

EGM³ High Scores
1920 Highland Ave. #222
Lombard, IL 60148



All right, let's see how good you are at Star Fox 64. How many hits can you get in Corneria? The office record is 176 hits now!

Need some tips on how to max out your number of hits? First off, use your Cluster shot to take down multiple enemies. You should have 16 hits by the time you hit dry land. The best baddies to shoot are the giant robots and the water skiffs. They'll net you three to five hits. Go slow and peg everything! Even better, try to get the score on Expert Mode!

Pickball Games



1. Attack
From Mars
2. The Lost World
Sega
3. Scared Stiff
Bally
4. Star Wars: Special Edition
Sega
5. Space Jam
Sega
6. Theater of Magic
Bally
7. NBA Fast Break
Bally
8. Junkyard
Williams
9. Arabian Nights
Williams
10. Addams Family
Bally

Arcade Games



1. Tekken 3
Namco
2. Golden Tee '97
Incred. Tech
3. Vampire Savior
Capcom
4. Golden Tee 3D Golf
Incred. Tech
5. Police Trainer
PEG Mktg./ICE
6. Mace
Atari
7. Great 1000 Mile Rally 2
Kaneko
8. Street Fighter III
Capcom
9. 19XX
Capcom
10. Pang 3
Worldwide Games

Courtesy of Playboy Magazine, August 1998

Courtesy of Playboy Magazine, August 1998

SOME KILL FOR SPORT.
SOME KILL FOR GLORY.
YOU KILL FOR **POWER.**

MACHINE HUNTER™

16 MULTI-LAYERED ARENAS OF COMBAT
contain hidden rooms and secret levels for a vicious challenge at every turn.

TRANSFORM INTO YOUR ENEMY
and steal their powers for any hope of survival.

A FUTURISTIC WEAPONS Arsenal
housing the most lethal weapons ever known.

PLAYER SPLIT-SCREEN MATCHUP OR COOPERATIVE MODE ON PLAYSTATION™
AND LAN/MODEM SUPPORT ON PC.

Download the demo at
www.machinehunter.com

**"A very cool
3-D shooter!"**

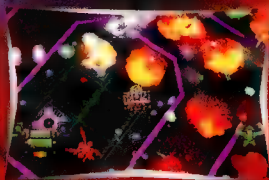
• PSExtreme

**"Hold on for two-fisted
action in a wild new
PlayStation shooter!"**

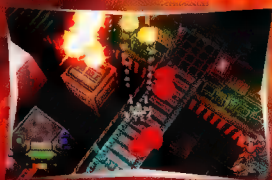
• Next Generation Online



TO DEADLY CLASSES... DROIDS each one more
devastating than the last.



THE ULTIMATE COMBAT CHALLENGE you must first
waste the enemy... then take over their bodies and
use their powers to crush even deadlier opponents.



3-D ENVIRONMENT WITH FULL 360° ATTACK MOBILITY

EUROCOM

Windows 95
CD-ROM

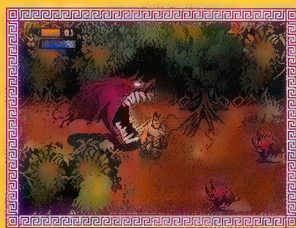
Developed by Eurocom

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**IF BATTLING THE
CYCLOPS AND THE
FOUR-HEADED HYDRA
ISN'T FUN ENOUGH,
YOU CAN ALWAYS
GO TO HADES.**





◀ In addition to all the other freaky creatures, you'll have to battle a boar. Which is anything but a bore.

Zeus not only has to conquer Hades, but also conquer the heart of Atlanta. (A Herculean task, indeed.) ➡



In *Herc's Adventures*, unlike life, to have a happy ending, you'll have to wind up in hell. After all, that's where you must duel with Hades, god of the underworld, to save civilization.

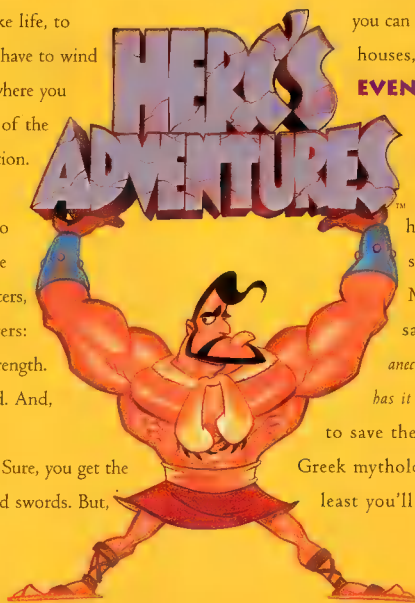
STRENGTH OF

CHARACTER. You'll go into battle as one of three heroic, mythological characters, each one with unique powers: Hercules possesses super strength.

Atlanta has lightning speed. And,

Jason - savvy street smarts.

WEIRD WEAPONS. Sure, you get the usual arrows, slingshots and swords. But,



you can also arm yourself with ray guns, houses, sheep and inflatable cows.

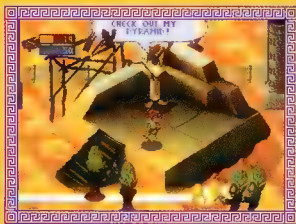
EVEN WEIRDER BAD GUYS.

Freaky weapons are perfect for fighting even freakier enemies:

The four-headed Hydra, snake-haired Medusa, sword-swinging skeletons, crazy clowns, nasty Martians and more. *GamePro*

says "Challenging bosses, humorous anecdotes, and gigantic landscapes - *Herc's* has it all." In the end, it's up to you

to save the world in this crazy twist on Greek mythology. And, if you fail? Well, at least you'll die laughing.



◀ So many Martians, so little time! And, to make matters worse, they've got Jason surrounded with ray guns.

Unfortunately for Atlanta, the Cyclops has a huge appetite for destruction. Not to mention beautiful warriors. ➡



<http://www.lucasarts.com>

Tricks of the Month



Score big with a GameShark from InterAct Accessories and EGM®

If your trick is selected as the Trick of the Month, you will win a free GameShark provided by the people at InterAct. If you are given credit for submitting a great trick in this section, you will win a free game. For more details and rules on the contest, read the text below. E-mail your tricks and cheats to: tricks@zd.com and be sure to include your name, address, city, state and zip. Or you can mail your tricks to:

Tricks of the Trade
920 Highland Avenue Suite 222
Lombard, IL 60148
Contests like this are only found in the Best Video Game Mag, EGM®.

CASPER: THE MOVIE

System **PlayStation** Publisher **Interplay**



While playing, go to the top-left corner of any room and enter the code.



After entering the code, you should be able to float over the walls by...



...pressing the R1 button. Then use the L1 to drop you down into the room you wish to explore.

Just go to the top-left corner of any room. Press and hold: (Up+Left)+L1+R1+Start. If done correctly, the game should freeze. Then release (Up+Left) and L1. While still holding R1+Start, press (Down+Right) and then press Triangle. The game should then unfreeze and you should have the ability to drift over any wall by pressing R1. The L1 button will bring you back

down. Obviously, use the D-pad to move to wherever you wish to go. Also, on level one there is a secret room with many hidden items you can find by using the drift code. Just go to the top of the stairs and turn left. Use R1 to drift over walls and go down. You should run right into it. Use the drift code to find others!

Gregory Stariha
Watertown, WI



Use the drift code to locate hidden areas such as this secret room with many great items!

Cheat Sheet

Drift Cheat,
Secret Room

By entering the Drift cheat above, Casper will have the ability to enter any room, including secret rooms, without keys by hovering over into it.

WORTHLESS
USEFUL
GOLDIE

worthless useful goldie

DYNASTY WARRIORS

System **PlayStation** Publisher **Koei**

In order to play as Sun Shang Xiang, go to the Title Screen. Highlight "1P Battle" and then press: Left, Left, Up, Down, Triangle, Square, L1 and R1. Then go to the Character Select Screen to select the new character.

Stephen Ruzicka,
Lakeville, MN



Now try mastering all the moves this female fighter has to offer.

Cheat Sheet

Play as Sun
Shang Xiang

Enter the cheat above to access the hidden character, Sun Shang Xiang. You will hear a sound after the cheat was entered correctly.

WORTHLESS
USEFUL
GOLDIE

worthless useful goldie

Cheats Rules:
1. No Purchase Necessary: To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade", 1900 Highland Avenue, Suite 222, Lombard, Illinois 60148, or e-mail us at tricks@zd.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by September 30, 1997. All entries become the exclusive property of Sponsor and will not be acknowledged or returned. Sponsor assumes no responsibility for lost, misplaced, late, illegible, incomplete, or misdirected entries. Sponsor reserves the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization, or household per issue. Winning entries may be printed in EGM and/or EGM, however, only one prize shall be awarded.
2. Prizes: First Prize winners will have their names and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of \$60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize award) one 1000 GameShark. Grand Prize has an approximate retail value of \$250.00. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (1) Uniqueness (25%), (2) Novelty (25%), (3) Accuracy (25%), and (4) Originality (25%). Judging to be held on or about September 25, 1997. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of Sponsor who shall be the final judge on prize acceptability.
3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.
4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-residents with the same game(s) combined herein or return of any prize/purchase notification as unacceptable will result in disqualification. Winners or their legal guardians and sign no refund of shipping/return of merchandise acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, we hereby agree to the use of their name and/or address for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of ZD Media Inc., InterAct Accessories and their respective affiliates are not eligible. Neither ZD Media Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, losses, or expenses that contestants might incur as a result of this contest or receipt of prize. Winners accepting prize agree that all prizes are awarded on the condition that ZD Media Inc., InterAct Accessories and their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, losses, or expenses that contestants might incur as a result of this contest or receipt of prize. Winners accepting prize agree that all prizes are awarded on the condition that ZD Media Inc., InterAct Accessories and their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, losses, or expenses that contestants might incur as a result of this contest or receipt of prize.
5. Whom to Write: For a list of winners, send a stamped, self-addressed envelope identifying the month to which the list is requested to "Tricks of the Trade/Winter/Late", 1900 Highland Avenue, Suite 222, Lombard, Illinois 60148. Requests for winners lists must be received by 11:59 PM local mail each month for the following month of the publication. Allow 4 weeks for delivery of winners list.
6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.
7. Sponsors: This contest is sponsored by ZD Media Inc. and InterAct Accessories, Inc. ©1997 ZD Media Inc. All Rights Reserved. Printed in U.S.A.

DARK RIFT

System **Nintendo 64** Publisher **Vic Tokai**

Here are a bunch of codes that will enable you to play each character's endings and the ability to access the Bosses, Demitron and Sonork. To play as the Bosses, go to the Title Screen and enter L button, R button, Up C, Down C, Left C, Right C for Sonork. Enter A, B, R button, L button, Down C, Up C for Demitron. To access the character endings, go to the Title Screen and enter the following.

For Aaron press: Up, Left C, R button, Right, Down, R button, Left C.
For Demonica press: Up, Left C, R button, Right, Down, R button, R button, Up C.
For Demitron press: Up, Left C, R button, Right, Down, L button, L button, Down C.
For Eye press: Up, Left C, R button, Right, Down, R button, R button, Right C.
For Gore press: Up, Left C, R button, Right, Down, R button, R button, Down C.
For Morphix press: Up, Left C, R button, Right, Down, R button, R button, B.
For Nikki press: Up, Left C, R button, Right, Down, R button, R button, A.
For Scarlet press: Up, Left C, R button, Right, Down, L button, L button, Left C.
For Sonork press: Up, Left C, R button, Right, Down, L button, L button, Up C.
For Zenmuron press: Up, Left C, R button, Right, Down, L button, L button, Right C.

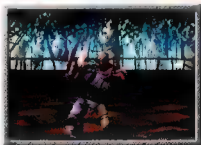
Benjamin Yavitz; St. Louis, MO



Here at the Title Screen enter the cheat you wish to access.



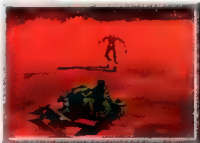
After entering the Sonork code, you will be able to access him...



...at the Character Select Screen. He carries a vicious blade to...



...ward off any brave opponent. Demitron can be just as cruel!



Enter any of the other codes in check out the character endings.



TITLE SCREEN: L, R, A, Y, <, >

Cheat Sheet

Game Cheats

Enter the previous codes to access character endings and Bosses. Use the D-pad, not the analog, when entering codes.

POWER TRIP

workbooks cheats guides

HEXEN

System **PlayStation** Publisher **GT Interactive**

To enable the Cheat Menu within the game, go into Options. Then go to the Controller Setup Screen. Press and hold R2 and enter: Right, Down, Right, Triangle, X. You should hear a noise and will return to the Title Screen with "Cheat Mode Activated" displayed, if entered correctly. You can then only access the Cheat Menu by pausing while playing in your game.

Henry Cheng; Windsor, III



Cheat Sheet

Cheat Menu

Enter the trick above at the Controller Setup Screen to access a hidden Cheat Menu with many helpful options.

POWER TRIP

workbooks cheats guides

LOOK OUT

Hercules

(Virgin Interactive/
PlayStation)
Game Passwords



Enter the following passwords at the Password Screen to access various levels within the game. The vases will spin if entered correctly.

- For "**Hero's Gauntlet**" enter: Hydra/Medusa/Shield/Medusa.
- For "**Centaur's Forest**" enter: Centaur/Herc's head/Minotaur/Archer.
- For "**Big Olive**" enter: Centaur/Shield/Hydra/Herc's head.
- For "**Hydra Canyon**" enter: Shield/Helmet/Shield/Soldier.



- For "**Medusa's Lair**" enter: Archer/Pegasus/Archer/Centaur.
- For "**Cyclops Attacks**" enter: Helmet/Pegasus/Herc's head/Archer.
- For "**Titan Fight**" enter: Soldier/Shield/Shield/Lightning.
- For "**Passageways of Eternal Torment**" enter: Medusa/Soldier/Centaur/Pegasus.
- For "**Vortex of Souls**" enter: Soldier/Lightning/Soldier/Centaur.

One more code to try out: the FMV cheat. Just go to the Password Screen and enter: Pegasus/Soldier/Centaur/Soldier. Once entered, you should be able to view all the videos within the game.

DRAGON FORCE

System **Saturn**

Publisher **Working Designs**



Press and hold the buttons below until you get to the Title Screen.

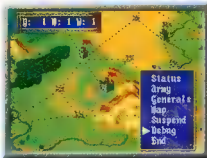
Here is an interesting Debug code that will allow you to change several features within the game. To access this, begin by turning on the system. While the game is booting, press and hold buttons: **L+R+X+Z+Start**. Then when at the Title Screen (while still holding those buttons) press Down, Down, Up, Down, Down, Left,



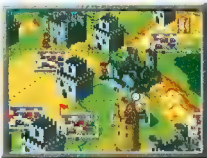
Then enter the rest of the code to access the "Debug Mode."

Left, Left, Up, Down, Right, Right, Right. Let go of the Start button and then press it once more. If entered correctly, "Debug Mode" should appear at the bottom of the Game/Options Screen. Then begin your game and you will be able to find a Debug Option at the Main Map Menu as well as other debugging menus.

Ryan McCune; New Port Richey, FL



Now while playing within your game you will have some...



...options to play around with. Check out the size of these castle icons!

Cheat Sheet

Debug Mode

Change the size of your map icons, turn off travel lines and more by enabling the Debug Mode. Just enter the code above to access it.

POWER TRIP

Twisted Metal 2

System **PlayStation**
Publisher **Naughty Dog**
Cheat Sheet **God Mode**

Enter the cheat below while playing within your next game to receive this very useful code. "God Mode" will appear at the top if entered correctly.

There have been many great cheats to this game, but none better than this one (well maybe the homing napalms). Just press and hold buttons R1+R2+L1+L2 then enter: Up, Down, Left, Right, Right, Left, Down, Up during the game. Then proceed without caution to win the match!

Jason Hunt
Wichita, KS



Use the "God Mode" while playing within the game to annihilate anyone in your path.

NHL FaceOff '97

System **PlayStation**
Publisher **EA GAMES**
Cheat Sheet **Play as Developers**

Follow the instructions below to set up a new hockey team of game developers that carry an incredible record. Use the names listed below.

Not all hockey players carry a perfect record, but these guys seem to! They are the developers of the game. To access them, go to the "Create Player" Screen and enter any of the following developers:

Raja Altenhoff, Tom Braski, Craig Broadbooks, Josh Hassin, Tawn Kramer, Alan Scales, Kelly Ryan, Jody Kelsey, Chris Whaley, Peter Dille or Craig Ostrander. Be sure that their number is 1, their position is forward, their weight is 150 and they are right-handed. Press Triangle to exit and then go to the "Sign Free Agent" Screen. They should appear here, in which you should then sign them on to your new team. Now begin your game and see just how well they do!



Go to the "Create Player" Screen and enter the developers.



Then go to the sign them on as free agents. Their overall should be 99!



Sign on as many as you wish on your team and watch for incredible results!

NBA SHOOT OUT '97

System **PlayStation** Publisher **Sony Computer Ent.**

Who says you can't bend the rules a little? Well, in this case you can! This code allows you to turn off boundaries, fouls called and more. Just go to the Options Screen and press: L1, X, X, L1, X, Square, R1, X, Square, R1, Circle. Then press and hold: Up, Right, Triangle and Square. A new option called "Game Rules" should appear.

Joe Beltran; Las Cruces, NM



Cheat Sheet

Hidden Game Rules Option

Enter the cheat above to access a new option, "Game Rules." If entered correctly, it will appear at the Main Menu.

POWER TRIP



HEXEN

System **Saturn** Publisher **Sega**

Interested in a small cheat that will enable you to receive pretty much anything you could ask for? By entering this Cheat Menu code, you can have it! Just go to the Options Screen and enter the code:

Up, Down, Left,

Right, Y, Y, Z, Z, A, X, Up, Down, C and B. Then go into the Miscellaneous Option. If entered correctly, you should see a new option called "Cheat." After accessing this option you will find a whole list of cool cheats to use within your next game, including Level Select and God Mode! Choose the options with which you wish to play with, choose your guy and begin playing.



After entering the code at the Options screen go into...



...the Miscellaneous Option and then into the new Cheat Option!



Cheat Sheet

Cheat Menu

By entering the cheat above, you will enable a Hidden Cheat Menu that lists many great items, such as God Mode!

POWER TRIP



TOMB RAIDER

System **PlayStation** Publisher **Eidos**

Through the many rumors of there being a Level Skip code for the PlayStation version, one actually came true! To access the Level Skip, just begin playing within your game and then hit Select. While in the Inventory Screen, enter the code: L2, R2, L1, Circle, Triangle, L1, R2 and L2. Now, when you return to your game you should then proceed to the next level of the game! You could even use it to get to the end, but you don't really want to do that, right?

Scott Whitney
Washington, D.C.



Enter the Level code at the Inventory Screen within the game. Then unpause to proceed to the next level

Cheat Sheet

Level Skip

While playing within a game, hit Select to enter the Inventory Screen. Then enter the cheat above to access Level Skip.

POWER TRIP



UNLEASHED
THIS
SEPTEMBER

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WILL FOLLOW
SHORTLY
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Uh-oh.

ACECOMBAT 2

SUPERIOR ENEMY INTELLIGENCE

Hexen

Nintendo 64/GT Interactive Cheat Menu

Just into the game and press Start to pause. At the Pause Screen Menu, enter the main cheat code with the C buttons on your controller: Up-C, Down-C, Left-C, Right-C. You will hear a sound and a new "Cheat" Option will appear underneath the other options. Access this option and you will see some faded, dark red options that you cannot access. More codes must be entered to make the rest of the cheats work. Enter the following codes quickly on the Cheat Menu:

God Mode: (Invincibility) Left-C, Right-C, Down-C.
Clipping: (go through walls) Up-C 20 times, Down-C.
Visit: (Level Select) Left-C, Left-C, Right-C, Right-C, Left-C, Up-C.
Butcher: (Instant enemy death) Down-C, Up-C, Left-C, Down-C.
Health: (100 percent health boost) Left-C, Up-C, Down-C, Down-C.
Under the Collect Option, enter the codes for these cheats:
All keys: (acquire every key) Down-C, Up-C, Left-C, Right-C.
All artifacts: (acquire every artifact) Up-C, Right-C, Down-C, Up-C.
All weapons: (acquire every weapon) Right-C, Up-C, Down-C, Down-C.
Puzzle items: (acquire all the puzzle pieces on the level) Up-C, Left-C 3 times, Right-C, Down-C, Down-C.

Triple Play 98

PlayStation/EA Sports

Various Cheats
EA Dream Team: On the Exhibition Screen, press L2, R2, L2, R2. Circle. You'll hear a clock. Move left to the pad until you reach the 33rd team, which is the Dream Team.
Cheat Stadiums: Press the Select Stadium Screen, press L1, R1, L1, R1, Square. Move to the right on the screen and you'll see three new stadiums to choose from.
The rest of these codes are done while holding the L1+R1+L2+R2 buttons simultaneously while in the middle of a game:

Cheat Strikeout: Down, Circle, Square.
Down, Left, Triangle. Up. This forces the next pitch to be a strikeout.
Cheat Homerun: Up, Triangle, Left, Right, Square, Circle, Down. Force next hit to be a home run.
Cheat Crowdcomment: Square, Circle, Square. Announcers talk about the stadium air crowd.
Cheat Weathercomment: Circle, X,

Circle. Announcers talk about the weather.

Cheat Sponsorcomment: Triangle, Circle, Triangle. Announcers give some funny commercials.

Cheat Crowdcheer: Down, Down, Triangle.
Cheat Crowdboo: Down, A, Down.

Magic Carpet

Saturn/Electronic Arts

Cheat Mode

To access this Cheat Mode, go to the Options Screen and play sounds: 11, 31, 15, 28 and 22 in that order. If done correctly, "Cheat!" will appear at the top of the screen and a Level Select Option will appear at the bottom. Choose the level you wish to play and begin your game. Then while playing, press Start to pause. Then press the Y button to access all the spells,

the Y button to finish the level or the button to get extra mana. You will see the words in red at the top after accessing the cheat you entered.



Weaponia 3D

Super NES/id Software

Many codes

To enable these cheat codes, press and hold the top button on controller two immediately after you turn on the game. Keep holding the button until the Title Screen appears and then let go. Take controller one and start the game in the Normal Mode. In the game, press the Start button to go to the Map Screen. From here, you may enter any one or all these codes with pad 1. Free ammo, weapons, etc.: Press R button, Up, B, A. Invincible Mode: B, Up, B, A. Entire level map: A, A, Up, B. Exit the level: Up, B, R button, B.

Machine Head

Saturn/Eidos Interactive

Cheat Codes

Go to "Restore Game" and then to "Enter Password" to enter these cheat codes. A laugh will sound if entered correctly.

For Infinite Weapons enter:

HMEHM HSDV D

ONMR

For Level Select enter:

KDUBK 9RDKP

BSHNM

For Infinite Energy enter:

HMEHM HSD9D MDQFX

For Ghost Mode enter:

GH0 STMOD EON-

To Deactivate All Cheats enter

ABCD EFGHIJ KLMNO



Vectorman

Genesis/Sega Cheat Codes

Just pause within the game and enter any of the following:

To Refill Energy press: B, B, Left, Up, Up.

For Extra Lives press: Right, Up, Down, Up, Down, Up.

For Special Weapons press: Left, Left, Down, Down.

For Stage Select press: Up, Right, A, B, A, Down, Left, Down.

Enter all codes as often as you wish to gain more lives, energy and to keep upgrading your weapons.

Jojojam & Earl: Panic in Funkotron

Genesis/Sega Level Passwords

Enter the following passwords at the Password Screen:

Level 3: R.F41W9Q988. Level 5: PJ04EK5WT82. Level 11: MW0EE6JRV7.

Level 9: VADNEHF9807L. Level 11: MWAAK8MDT76. Level 13:

LHWLXH44COOR. Level 15: PIENHNWQ073.



PlayStation Codes

All Star Baseball '97

Home Team Hands: 800439680019

Away Team Wins: 800439681900

Broken Heils

Infinite Armor: 8005c0180064

First Aid: 8006fe2e0111

Wire Cutters: 8006fe500112

Rapid Fire: 8006fe2011b

Flamethrower: 8006fe64011c

Missile: 8006fe66011d

Cool Boarders

Snowman and Extra Boards:

801e82e0017

Tiny Boarder: 801e8280010

Dynasty Warriors

Infinite Health P1: 800b2cdc00c8

Infinite Health P2: 800b364c00c8

Overblood

Laser Knife: 800ef4ec0001

Hand Gun: 800ef5080001

Stun Gun: 800ef5180001

Emergency Spray: 800ef340001

Codename: Tenka

Red Key: 800519c80001

Purple Key: 800519d00001

Blue Key: 800519cc0001

Codename: Tenka

PlayStation/Paynhois

Game Cheats

Pause within your game to enter. To access All Weapons: Hold L1 and press Triangle, R1, Triangle, Square, R3, Circle, Square, Square. Then release.

For Level Warp: Hold L2 and press Circle, Circle, Square, Triangle, R1, Square, Triangle, Circle. Then release L2.

Proteus Man

Super NES/Titus

Level Select

From the Title Screen, go into the Options Screen and highlight Exit. Now, hold the top L button and press Start. You will exit the Options and return to the Title Screen. Highlight the words, Game Start, hold the top R button and press the Start button. Begin your game and press Start to pause. Now, press the Select button and you will see a Level Select Menu. Press Start in the stage without pausing to automatically finish that stage!

Aero the Acro-Bat

Genesis/Sunsoft

Cheat Screen

From the Start/Options Screen, press Right, Left, C, Right, Left. Now, go to the first level. When Aero appears, pause the game and press Up, Down, B, Left, A, Right. Now, in Pause Mode, hold buttons A and C. Keep holding these buttons until the Cheat Mode appears. Select levels, infinite lives, infinite stars can be found there.

Turok: Dinosaur Hunter

Nintendo 64/Acclaim

Big Cheat

Access to the "Enter Cheat" Option from the Title Screen. On the Cheat Code Screen, enter the password for the Big Cheat. The code is as follows: NTHGTHDGDRTDTRK. Now you will have everything you need for this game including invincibility, weapons, ammo, warps - levels one through eight, and automatic warps to the Bosses of the game!

Super NES

Super NES/Acclaim

Level and Music Select

In order to access the Level and Music Select go to the Title Screen and enter: Y, I, Y, I, Y, I. A Debug Screen will appear that will allow you to select any level and various music sounds. Y will sound, if done correctly.

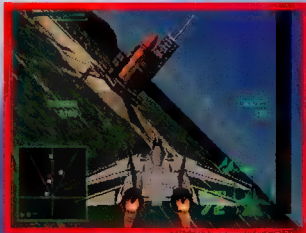
Wild Arms

PlayStation/Sony Computer Entertainment Heal Berry 255 Item trick This trick will give you 255 duplicates of the items in your inventory. There are a few different ways to do this trick, depending on the number of items you have. During battle, access the "Fight" icon and then choose the "Item" icon after that. Pick the item you want to duplicate and make sure that you only have one of that item. Now, make your first character (Rudy) use a Heal Berry. Have the next character (Jack) also use a Heal Berry. Have the third character (Cecilia) go into the Item Screen and switch the position of the Heal Berry with the item that you want duplicated. After you do this, exit the screen and choose the "Defend" icon. The battle will commence. After the battle is over, go back into your items and you will see that you have 255 of the item you switched with the heal berry!

If you have more than one item, but you want 255 of that item, do the trick this way: When it's your turn in the battle, have your first character use a Heal Berry. Make your second character go into the Item Screen and switch the Heal Berry with the item you want to duplicate. Then exit the screen and choose the "Defend" icon. Have your third character just choose the "Defend" icon. After the battle is over, go back into your items and the item you wanted duplicated will be missing and replaced with an empty slot. Do the trick once again for the next battle, but this time, have the second character put the Heal Berry in the empty slot. After the battle ends, go into your items and you'll have 255 of that item. Also, to get 255 Heal Berries, do the trick as you would if you wanted to duplicate an item that had more than one. But this time, put the Heal Berry in an empty space below the other items and do the trick.



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Codename: Tenka (continued)

Yellow Key: 800519ce0001

Green Key: 800519ca0001

Infinite Ammo: 80059a6c0063

Infinite Ammo: 80059a780063

Double Shot: 80019de20001

Rapid Fire: 80019de40001

Rush Hour

Reverse Mode: 801074d6ffff

Rage Racer

Infinite Cash: 8019c6f10c9ff

Infinite Cash: 8019c6f123b9a

Thunder Truck Rally

Infinite Armor: 801db100000

Car Crush Pts P1: 800bb0c003e7

Car Crush Pts P2: 800bb0c20000

VR Baseball '97

Field of Dreams Field: 800509a00001

Twisted Metal 2

All Infinite Weapons P1:

801882da0f0f

All Infinite Weapons P2:

80188aee0f0f

War Gods

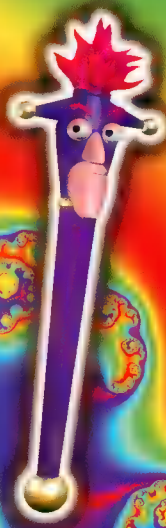
Infinite Time:

8009e1140064

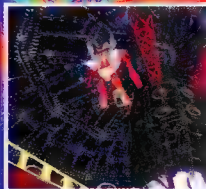


ID

EGO

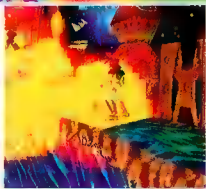


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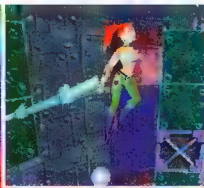
Pilot a giant mech through warped 3D tunnels.

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Nikki – equipped with powers



that only big bad girls have.



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Pandemonium 2



Crash USA

Nintendo 64/Nintendo
New Vehicles

At the Choose Car Screen, highlight any of the cars except for the red Ferrari. The trick will not work on this car. Once any of the others is highlighted (it will spin around), press and hold the Top, Left and Bottom C buttons simultaneously. The vehicle you highlighted will change into a different one! You can now play the game as a police car, a jeep or even a school bus! Keep holding these and press Start to choose it.

Earthworm Jim 2

Genesis/Playmates Interactive
Various Codes

Here are many codes that you can use to enhance the game, Earthworm Jim. Just begin your game, press Start to pause, and enter any of the following codes on the first controller:

1-Up: B, C
Ammo: C, I
Three-Shot Gun: C, C, A, A, A, C
Teleport Bomb: C, I, Up, Down
Extra Continue Once: A, I, Left, Left
Warp to Level B, C, Left, Right, Left
Warp to Level 7: A, C, I, Left, Left, Left

NBA Jam: T.E.

Super NES/Activision Powerups

The following codes must be entered at the Tonight's Match-up Screen. (Note: L=Left on D-pad, R=Right on D-pad, U=Up on D-pad, D=Down on D-pad, A=A button, B=B button). Shot Percent Display: U, I, D, B, Max Power: R, L, R, Power-up Goaltending: U, D, R, D, Power-up Fire: R, I, B, L, Power-up Turbo: B, I, D, I, L, Power-up Offense: A, B, U, I, U, D, Power-up Three-pointers: D, L, L, U, U, Power-up Dunks: L, R, I, B, A, Power-up Block: D, B, I, Block one opponent and both fall: U, U, I, L, L, L, L, L, L, A, Block one opponent and other falls: U, U, I, L, L, L, L, B, Teleport Pass: U, R, R, L, I, L, L, B, High Shots: D, I, A, A, D, Speed up: U, U, L, L, L, L, B, A, Slippery Court: A, A, A, R, R, R, R

Ultimate Mortal Kombat 2

Super NES/Williams Entertainment
Invincible Human Smoke

To access Smoke, just follow these easy directions. At the Copyright Screen, press and hold Left and Release these buttons. Then when the "Williams" Screen appears, press and hold Right and Release these buttons. Finally, when the screen with the quote, "There is no knowledge that is not power" appears, press and hold I and Release these buttons. If Robo-Smoke appears at the Title Screen, you have done correctly. Now, choose Robo-Smoke at the Player Select Screen. Right after this hold: Left, L and R buttons until the match begins. For controller two press: Right, X, L and R buttons. If done correctly, Robo-Smoke will immediately turn into Human Smoke and you will be able to play as him.

Adidas Power Soccer

PlayStation/Psychosis
Dream Team Code

the Main Title Screen (Start/Option Screen), press Start to begin a game. Then when the Team Selection Screen appears, enter the code: L2, R2, Square and X simultaneously. If done correctly, DREAM TEAM will appear as your newly chosen team. Then begin your game.

Tomb Raider

Saturn/Eidos Interactive
Level Skip

Anywhere during gameplay, go to the last page of your passport (the "Exit" page) but do not exit! When at this page, enter the code: Z, Z, and then the Start button. If done correctly, Lara will make a sound. Then exit the menu and you will skip to the next level!

A.G.H.: The Atari Collection

PlayStation/Midway Tempest Level Skip

There is a trick within the game, Tempest, on Arcade's Greatest Hits: The Atari Collection 1. After the beginning cinema has ended, select the Tempest arcade game. After it has loaded and you get to the demo/high scores of the game, press Select for the menu. Move down, highlight and choose "Game Options." Put Demonstration Mode On and press X button to accept. Back on the menu, start a one- or two-player game by choosing one of those options and pressing X. Now when your game begins, press L1 or R1 to skip levels. Pausing the game and then pressing Start again will also skip the level. Also here's a quick tip to rush through all the levels. Hold the Fire button and L1 or R1 simultaneously. By holding the Fire button, you will kill any enemies or spikes that appear in your way while warping through the level. Caution: Don't circle the grid when rapidly warping or you will be guaranteed to get hit by the spikes in later levels.

War Gods (continued)

Infinite Health P1: 800992780001
Infinite Health P2: 800992760001
Extra Damage P1: 800992840001
Extra Damage P2: 800992840001
Xevius 3D
Infinite Lives (Xevius 3D):
80120d580006
Weapons Powerup (Xevius 3D):

80131ea40002

Wild Arms

Quick Level Gain (Jack): 80133e40ffff
Quick Level Gain (Rudy): 80133e0cffff
Quick Level Gain (Cecilia):
80133e74ffff

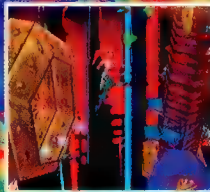
Saturn Codes

All Star Baseball '97
Master Code: 16000914c305

Master Code:

b60028000000
Home Team Scores 25:
150ae1721900
Away Team Scores 25:
150ae1720019
Andreotti Racing
Master Code:
b60028000000

LIBIDO



Hidden bonus levels take you
to funky-ass new places.

Pandemonium 2



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36 EGM²

Killer Instinct Gold

Nintendo 64/Nintendo Special Codes

Use this key for the Music and Stage select trick: 1=Quick Punch, 2=Medium Punch, 3=Fierce Punch, 4=Quick Kick, 5=Medium Kick, 6=Fierce Kick. U=Up, D=Down. To access the Music and Stage select: In a two-player game, the first person will choose the stage and the second person will choose the music. Hold the buttons accordingly for the results: Sabrewulf's Lair—U+L, Maya's Jungle—U+2, Gladius' Crash Site—U+3, Tusk's Stone Henge—U+4, Fulgore's Museum—U+5, Orchid's Hellpad—U+6, Jago's Bridge—D+1, Gargos' Castle—D+2, Combo's Street—D+3, Kim Wu's Dojo—D+4, Spinal's Ship—D+5, Sky Stage—D+5 (Both players must press.) For Random Select Hold Up and press Start at the Character Selection Screen. To access



Gargos: At the character profile demo, press Z, A. You'll hear Gargos laugh. Now he is selectable. To Change Colors: At the character profile demo, press Z, A, L. You'll hear, "Welcome." You can now choose the gold shadow, etc. colors.

Thunder Truck Rally

PlayStation/Psynopsis Game Cheats

To access them, go to the Main Menu Screen and enter the following for various results. You will hear a burp after entering the trick correctly. For Big Trucks enter: L1, R2, L2, R1 and Up. Then begin your race and your truck will take on a new shape!



For No Damage enter: Left, Left, Left, Left, Up, Down, L1 and R2. Then begin your race without having any worries of breaking down on the track!

For Super Car enter: L2, Left, Right, Up, Down, R2. Then begin your race and zoom ahead to first position!

Sonic the Hedgehog 3

Genesis/Sega

Level Select and Debug

When Sonic is flying in after the SEGA logo, very quickly on the controller enter: Up, Up, Down, Down, and then press Up continuously. If you did it fast enough you will hear a ring. This must be done before the Title Screen appears. At the Title Screen, move down past "Competition" and you will get to a "Sound Test." Go into the Sound Test and you will get a screen that allows you to select from any level (except Mushroom Valley and Sandopolis). If you want the Debug to work, just highlight any zone, hold the A button and press Start. If you see scrambled numbers in the upper left hand corner, it worked! Press button B to be an object, I to change sprites and C to duplicate.

Daytona USA Code

Saturn/Sega Game Cheats

Just go to the Main Menu and enter these codes. For the Supercar Daytona hold X+Y+Z+R and then press C to select your game. Daytona will appear at the Car Select Screen. For Uma enter the Daytona code, return to the Main Menu and hold X+Z+L. Then press C to select your game. For Uma enter the Uma code, return to the Main Menu and hold L+R+Y+Z. Then press C to select your game.

Gretzky 3D Hockey

Nintendo 64/Williams Entertainment Special Teams

Go to the Options Screen and enter the code. Hold the L button and then press on the C buttons: Right, Left, Left, Right, Left, Right, Left, Left, Right, Left, Right, Left, Left. If done correctly, series numbers will appear at the bottom of the screen. Then go to the Team Select Screen and scroll through the teams until you reach the hidden four: USA, Canada, 99ers, and the Williams team.

Joe Frieri's

PlayStation/ASC Games

BowlOff Code

On the Game Setup Screen, make the Play Style a "Tournament" game and put this code in the sixth slot of the roster as Vilooma. This will enter you in a bowl-off with another player. You will have to try to get strikes in the 9th and 10th frames to beat your opponent with a perfect score. Entering players in any of the other slots will also register them into the same bowl-off.

Fast Hawk

PlayStation/Psynopsis

Game Cheats

Just go to the Press Start Screen and enter any of the following to receive various options within the game. You will hear a sound if entered correctly. For the Hidden Track press: Up, Triangle, Down, R1 and L1. For the Hidden High Performance Cars press: Up, Left, Right, Circle and Square. For Reverse Championship press: Left, Triangle, R1, Circle, L1 and Down. For Super Championship press: Right, Square, Left, Circle, Up and L1.

When he asks
for a donut,



system
publisher
developer

PlayStation
Sony Comp Ent.
Sony Comp Ent.

strategy talk

How do you improve on one of the top football games to emerge in recent years? Simple: Just add polygons.

This is just what Sony did with NFL GameDay 98, making it the first next-gen football game to take the full 3-D plunge.

This is no mere eye candy. The use of 3-D polygonal players offers many advantages from a gameplay standpoint. For example, the line of scrimmage no longer looks like a cluttered mess of sprites. With polygonal players, it's now easier to see gaps in the line for backs to blow through—a big plus for run-oriented players.

This hands-on strategy offers a first glimpse of what this sequel offers. The version we played was a fairly complete beta, so barring any last-minute tweaks, what you see here should remain intact in the final version.

Look for a hardcore follow-up—including a breakdown of the game's best and worst plays—in a future issue.

—Ron "Up in Smoke" Marciniak

strat-stats

favorite feature:
the announcer
coolest team:
the Chicago Bears
wishes for GD 99:
more cheerleaders
CD vs. cartridge:
cartridges rule!
I want to:
go back to college

NFL GAMEDAY 98

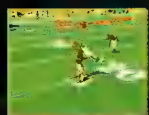
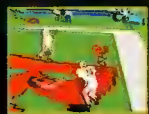
Jonathan Daniel
1996 Allisport

Airing the Pig

■ When throwing the ball, don't run around in the backfield and wait until you see a receiver open. Instead, throw the ball based on the route of a given receiver. For instance, if you decide to pass to a player doing an out pattern, don't wait until you see him open; instead, watch him run his pattern and then throw the ball when he starts to cut. This way, the ball will arrive before the defender has time to recover.

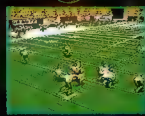
Downing the Pig

■ First, get in a position to block the pass.
by selecting the defender closest to the receiver.

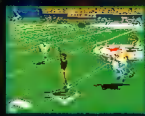


■ If the defender behind the receiver, jump and knock the ball out the air. You don't necessarily have to be close to the receiver to do this.

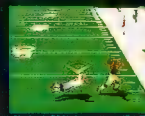
■ If the receiver isn't near the ball standing spot, you can slow him up by simply standing in his way.



■ Remember the rule of thumb: The longer the quarterback holds the ball, the less chance you have of completing a pass. It's better to pick a receiver, drop straight back a few yards, and then throw the ball immediately.

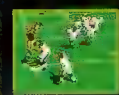


■ If you've got defenders around who may block your pass, just tap the Pass button to loft the ball over defenders. This high-trajectory pass is also a good way to throw bombs.

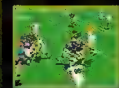


■ When throwing to receivers who are wide open, running toward the sidelines or coming back to the quarterback, hold the Pass button down so you can rifle the ball to the receiver quickly.

Pounding the Line



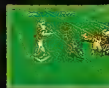
■ When rushing the quarterback, stay in front of him; then jump when you see him throw the ball. This will knock the ball out of the air.



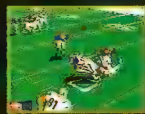
■ Every time you see the quarterback start to throw the ball, press the Jump button because even dudes 10 yards away can knock the ball down.



■ When rushing through the line, try to use the other defensive players like you would your blockers while running. Hit the holes!



■ If you are chasing the quarterback from the side and you see him throw the ball, use the speed burst to run at him to get close enough to disrupt the pass.

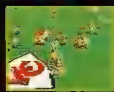


■ If you're standing in front of the receiver, dive as soon as he catches the ball, and you'll knock the ball out of his hands.



■ Be careful when diving at receivers. If you get there too soon, you will get flagged for pass interference every time.

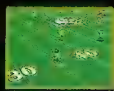
Calling your Plays



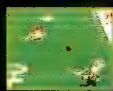
■ When calling plays on offense, make sure you play an all-around game and execute both passing and running plays.



■ After you pick your play, you should keep shuffling through the playbook so your opponent can't guess what play was called.



■ You must call plays smartly on defense. If you call run against the pass, the AI will burn you bad. If in doubt, call "safer" defenses (e.g. Nickel Prevent).

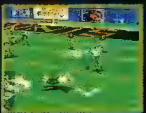


■ When play calling, keep in mind that defenders will initially follow their predefined paths. So, they don't always cover open receivers automatically!

Catching the Pig



■ When the ball is in the air, let the computer move your receiver to the marker on the ground.



■ If you can't get to the ball in time, either jump or dive—the dive seems to work better, but it takes time to get off the ground before you can start running again.

Crushing the Run

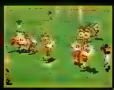


■ It is important that you try to push the runner toward the other defenders because once he gets by all the defenders, you won't be able to catch up.

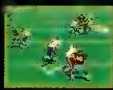


■ If you are being blocked and the runner is going by, you can dive off the block and make the tackle.

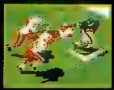
Working the Ground



■ You'll usually gain the most yards if you hit the predefined holes. If the hole looks clogged, run through the blockers instead.



■ When running in the open field, try to run the defenders into your blockers so you can create an open lane down field.



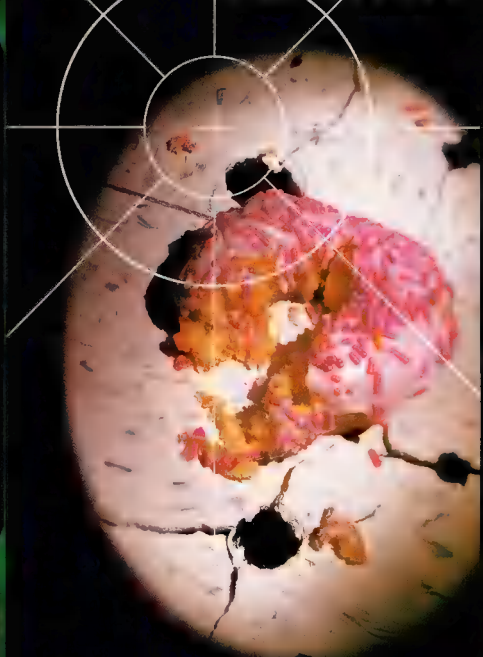
■ When running, you can easily break tackles by using the jump, dive, spin, juke and stiff-arms when the defender is trying to make the tackle.



■ Watch out for the sideline because if you get too close, your player will tip toe down the field. This slows your progress down and allows the defense to catch up.



give it to him.



GP
G.POLICE

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N64+CF 63 $\frac{1}{3}$



(The
Ultimate
Combo)

Also available:
Clay Fighter Extreme



"...more variety than any
other N64 game to date."
—Nintendo Power

Sorry, we don't have any guys with 3-letter names like "Ryu" or "Ken." Also, none of us are named after some lame-o game developer.

We got cool 3D Breakthrough Environments. That means I can toss your sorry butt out of a window and then kick it again on the other side.

We have 12 kick-ass clay fighters, 3D environments, and free-floating camera angles. What do the others say?

We don't have any palette-swapped ninjas, no boring humans neither.

We have secret characters so famous they can't be named due to a strict licensee gag order.

There ain't any side-scrolling 2D backgrounds (Claymodo is 3D). Yeah, and no corner traps either.

COMING
IN
SEPTEMBER



Interplay
BY GAMERS. FOR GAMERS.
www.interplay.com

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The First
Hands-On Strategy!

MISSION ONE

strategy talk

This game the most challenging "Doom" clone there is. Scratch that... GoldenEye is not just another Doom clone. You must accomplish missions, and with three different difficulty settings for each, you'll be pretty busy.

In GoldenEye, you're mostly going on intense Bond objectives, like intercepting data, rescuing hostages or stomping communists.

There are four difficulty settings: Agent, Secret Agent, oo Agent and 007. This strategy takes you through the first two missions and a little more—the levels aren't exactly cakewalks.

The difficulty level you choose determines the number of objectives you have to accomplish. So, you may not have to do all the objectives listed on the following pages.

Look for full strategy in a future issue!

—Mark "Contact" Hain
and Nelson "Air Force
One" Taruc

strat-stats

challenge:

this is no pushover!
number of levels:

18 (lots of replay!)

best Bond actor:

Sean Connery

worst Bond actor:

Timothy Dalton

best Bond villain:

Jaws



classified THE DAM



classified CYBERTRON TERMINAL

PHOTO SURVEILLANCE
MAKE SURE THE GUARDS
DO NOT HIT THE ALARMS
IN THE DAM LEVEL.

classified ALARM



classified KILL GUARD

To: James Bond
From: Her Majesty's Secret Service
Subject: Mission Objectives

Location:
Arkangelisk
The Dam

- Neutralize all alarms
- Install covert modem
- Intercept data back-up
- Bungee jump from platform



USE TRUCK AS COVER

Location:
Arkangelisk
The Facility

- Gain entry to lab area
- Contact double agent
- Rendezvous with 006
- Destroy bottling room tanks

Location:
Arkangelisk
The Runway

- Find the plane's ignition key
- Destroy the heavy guns
- Eliminate Missile Battery
- Escape in plane



To: James Bond
From: Her Majesty's Secret Service
Subject: Surviving the Dam

- There are four alarms to neutralize. The first is beneath the satellite dish; the others are spread around the dam.
- Activate and install the modem in the same area you disabled the first alarm, right next to the monitor.
- The hardest task is to infiltrate the dam and go through the corridor to the ops center. The data files you seek are stored in the mainframe.
- This happens automatically after you finish the level. Good work, 007!

To: James Bond
From: Her Majesty's Secret Service
Subject: Beat the Facility

- Three guarded computer rooms control lab access. Don't hit computer equipment when killing the guards.
- To enter the chemical bottling room, you must meet Dr. Doak in the labs to get a door decoder. He appears randomly and will recognize you.
- Alec Trevelyan (006) will be waiting for you in the bottling room. After chatting with him, the mission objective will be accomplished.
- Set the charges on the tanks.



facility HI ALBO



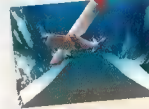
facility USE TOILET AMBUSH

To: James Bond
From: Her Majesty's Secret Service
Subject: The Runway

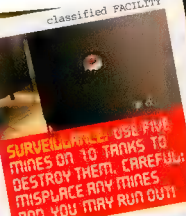


RUNWAY HERE'S THE KEY

- The key is in the shack on the left side of the loading dock. Take out the guards then head for the tank on the runway's right side.
- Take out three bunkered guns around the runway with the tank, grenades or mines.
- You have to take out this battery with heavy firepower before you take off!
- Jump in the plane and get out, but don't take your time or else they'll blow up your only means of escape!



RUNWAY PLANE



SURVEILLANCE USE FIRE MINES ON 10 TANKS TO DESTROY THEM. CAREFUL! MISPLACE ANY MINES AND YOU MAY RUN OUT!

F1 POLE 64 POSITION



***Pulse-pounding
Formula 1
racing action
is coming to
the N64...***

...this October!

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ENTERTAINMENT



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Mortal Kombat Mythologies: Sub-Zero. Arriving October nineteen ninety-seven.

*Soon you'll meet
the root of our evil.*



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MORTAL KOMBAT MYTHOLOGIES

SUB-ZERO



MISSION TWO



To: James Bond
From: Her Majesty's Secret Service
Subject: Severnaya Classified

Location:
Severnaya
The Surface

- a. Power down the communications dish
- b. Grab the safe key
- c. Steal the building plans

- a. Head for the dish as soon as possible, or they'll call in back-up troops to stop you. DO NOT destroy the computer or the back-ups will kick in...just disable the system.
- b. In a hut near the dish you'll find a large key and a guard. Drop this guard, take the key and the grenade launcher. Head for the hut you passed at the mission's start for the safe key.
- c. The safe is in one of the two huts by the old observatory. Just be prepared for a fight...



Sniping 101: (Or, How To Kill Without Being Seen)

One of the best (and useful) features that GoldenEye offers is the ability to pick off targets from long range. Like in *Shadow of the Empire*, you can manually move your sight around before you pull the trigger. Rifles, especially the Sniper Rifle, will dramatically boost your range.



To: James Bond
From: Her Majesty's Secret Service
Subject: Rumble in the Bunker Classified

Location:
Severnaya
The Bunker

- a. Disrupt all security devices
- b. Copy GoldenEye key (keep original)
- c. Get person to turn on computer
- d. Download computer data
- e. Take picture of video screen

- a. Disable the four cameras in the bunker. To do that you must drop two guards next to the ventilation shaft before they sound the alarm.
- b. Q gives you a key analyzer. Use it to copy the GoldenEye key; return the original!
- c. Try to persuade the tech-geek Boris to activate the mainframe, so you can download the data you need. Watch him, he's slippery.
- d. Boris'll turn on the computer only if he can set off the alarm. Use your data thief and fight off the guards until the info's been downloaded.
- e. Save yourself some grief! Snap a shot of this screen before you do steps b and c.



Other Tips: Mission 3: If you're not playing in the 00 or 007 Mode, look for some armor on the crate behind the satellite you have to blow up.

Other Tips: Mission 4: The best way to save five of six hostages (the first objective) is to use a silenced gun to kill each terrorist one by one—before they see you and shoot a hostage in the process!!!

Double Your Pleasure...

Once in a while, you'll see an enemy firing two weapons at once. Kill this enemy, and you'll be able to take and use both his weapons. This works only with the smaller weapons such as the DR5, ZMG, Klobb's



007's Deadly Arsenal

- Skip martinis and bowties; here's the gear you better get your hands on!
- Handguns**
 - DD44 (Russian 9mm)
 - PP7
 - Magnum
- Automatics/Rifles**
 - AR33 (M-16)
 - Auto Shotgun
 - DKS Deutsche
 - KP7 (AK-47)
 - Klobb (Spyder)
- Shotguns**
 - Phantom
 - RCP90
- Sniper Rifle**
 - ZMG9mm (Uzi)
- Explosives**
 - Mines (Proximity, Tined, Remote)
- Plastique**
 - **Special Items**
 - Rocket Launcher
 - Tank
 - Throwing Knives
 - Watch Laser (used only in Mission 6)



1-888-VIE-COM-1

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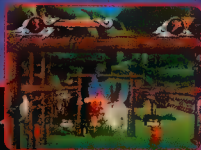
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Do the hero thing.

Disney's HERCULES Action Game

Zeus has answered your prayers. And now, it's time to take your place among the gods in this hot new PlayStation™ game-console adventure. Explore three worlds of 3-D gameplay right out of Disney's Hercules movie—with the original character voices, sound effects and music. Mangle monsters like Hydra and the Cyclops. Terminate the Titans. Save Thebes from a hostile takeover. Hey, this game can make you immortal!

Survive the Hero Training Gauntlet!



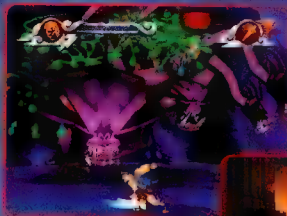
Watch out! snake-headed Medusa and her flaming Venom Spit.



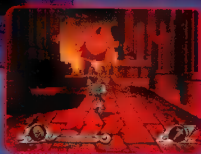
Real-time 3-D landscapes and special effects are cool when you're protecting Olympus from a fire-breathing Titan attack.



Defeat your enemies with your Power Sword.



multiple heads as you face vicious Hydra.



Think fast or the Cyclops will get you.

Includes special five-color disc.



Also available on PC CD-ROM.



INTERACTIVE

www.vie.com/hercules

MK4



system
publisher: Midway
developer: Midway

strategy talk

It's finally playable. The game has (as of press time) been on tour for about a week, and is getting pretty good reviews. Some people say it's a little too "2-D" for a 3-D game, but looks incredible. ALL of this information is just for the road tour. The game has not gone on test yet, so the character balance, weapons and, hopefully, blood has not been fully implemented. The fatalities and endings will be extremely cool parts of the game. The endings will be fully scripted (unlike the two or three different pictures with text) and will fully utilize the hardware. The fatalities will be graphically enhanced as well. Sub-Zero's Spine Rip, Scorpion's fire and Jax's Arm Rip (done by another character) will all look much better and more powerful. There will be the MK3 lockboxes, and the Ultimate Komat Kodes will be in as well. UKK will release the three hidden characters. So far, the game has seemed to give people the "high" feeling they got when they first played MK2.

—Arcade Addicts

strat-stats

percent complete:
probably not even 50
challenge:
right now, moderate
PS coming?
count on it MUCH later
on test:
first week of August
best MK so far:
very well could be!

EGM

MORTAL KOMBAT 4



CONTROL SYSTEM

The controls are exactly the same as in MK2. In fact, MK4 is one of the most "2-D" 3-D games to date! It feels 100 percent MK, and has no side-stepping, reversals or any other basics Tekken has used over the years. (Boon says no one uses "SS," and he's right!)

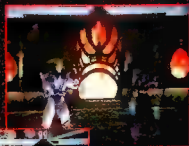


The controls are exactly the same in MK4.



FIST-FU KOMBAT

The game plays very fast and all the normal moves you've grown to love are here: uppercuts, sweeps, etc. The collision is flawless, so you are able to uppercut someone out of the air.



All of your favorite moves will be in MK4.

WEAPON KOMBAT



Some characters will have weapons.

Right now, it's the same move for everyone to pull out his/her weapons (except for Scorpion). However, when the game is complete, it will be a secret move to pull the weapon out, and everyone will have different weapons based on who are the strong and weak characters.

THE GAMEPLAY



On the way, there are nine characters, but when the game is done, there will be 12 selectable characters and three hidden.



The Continue Screen is an awesome scene of your character falling down the pit, and at zero, they hit the ground!

Moves and info were taken from a preliminary version and are subject to change.

POWER and PERFORMANCE

Ever feel like driving a Porsche®? Want to? The Alps Gamepad for the Playstation™ game console offers you the power, performance, and handling you've been waiting for in a sleek, high-tech, finely-tuned and tested controller designed by professional game players to meet the demanding needs of today's gamers.

G A M E P A D



Designed by the people who play hard - YOU! Whether it's for fun or serious competition, it's all here.

Ultra-smooth Dpad lets you concentrate on your game, not a throbbing thumb.

Special rubber grip provides tactile feedback and a secure grip.

Extra long 8-foot cord

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SCORPION WEAPON: LONG SWORD

Spear: B, B, LP
Teleport Punch: QCB, HP
Air Throw: BLOCK (IN AIR, CLOSE)



RAIDEN WEAPON: WAR Mallet

High Lightning Bolt: QCB, HP
Low Lightning Bolt: QCB, LP
Torpedo: F, F, LK



SONYA BLADE WEAPON: SHARP PINWHEEL

Rings: QCF, LP
Leg Toss: D + (LP + B + LK)
Flying Punch: F, B, HP
Bicycle Kick: B, D, HK



LIU KANG WEAPON: SNAKE SWORD

High Fireball: F, F, HP
Low Fireball: F, F, LP
Flying Kick: F, F, HK
Bicycle Kick: F, F, LK

WEAPON: FUJIN GREEN BOLT CROSSBOW

Drill and Throw: B, B, D, LP
Fireball: HCF, LP Flying Knee: D, F, HK
Levitate: F, F, HP
Drill Move: F, D, F, RUN+ BL



WEAPON: SHANUK SHARP STAFF

Shanuk does not have any moves other than basic punches and kicks in the MK4 Tour version of the game.



WEAPON: N/A QUAN-CHI

Quan-Chi does not have any moves other than basic punches and kicks in the MK4 Tour version of the game.



WEAPON: N/A NOOB SAIBOT

Noob does not have any moves other than basic punches and kicks in the MK4 Tour version of the game.



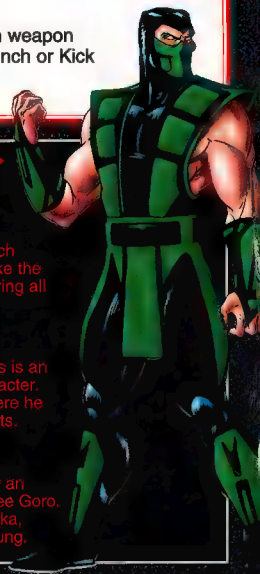
WEAPON: SUB-ZERO HATCHET

Iceball: QCF, LP
Slide: B + (LP + BL + LK)
Ice Mist: QCB + LP



BASIC MOVES: MK4 ROAD TOUR

D + RUN: Pick up weapon
D, B, HP: Pull out weapon
HCF, HP: Pull out Scorpion weapon
F + LK: Hyperextension Punch or Kick
F + LP: Throw 1
F + HP: Throw 2



MISSING IN ACTION

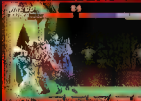


Shao Kahn, Motaro, Kintaro,
Cyber Ninjas,
Most of the MK3 cast.



Shang Tsung was the best character in the past, but is he no more...?

Shao Kahn is no longer the Boss, unknown who took his place.



WHO'S NEXT?



REPTILE

Word Reptile is still a ninja, but much more "reptilian." His stage sort of like the Living Forest with huge snakes slithering all over the place.



BLACK 'LIU KANG'

One of the other selectable characters is an African-American Liu Kang-style character. He's highly agile and has a move where he jumps into the background to avoid hits.



WHO KNOWS???

The other four characters are currently an enigma. Boon said it's possible we'll see Goro. Other HOPEFULS would be Jax, Baraka, Kabal, Kano and (PLEASE) Shang Tsung.

Tekken 3

arcade

system
publisher
developer

Namco of America
Namco of Japan

strategy talk

Tekken 3 is just about done. That's all I the characters have been released as of press time. Tiger is not widely released but he will be by the time you're reading this. That makes for a total of 11 characters, not counting special outfits and off characters. It seems that Bryan, Heihachi and Eddy/Tiger are by far the most fighting engine out there with the most strategy available in the fighting genre.

—Mark "Contact" Ham



strat-stats

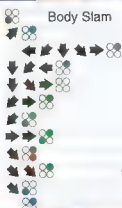
total characters: 18
is that enough?
it never is
PS coming??
hopefully Christmas
best characters:
Eddy, Heihachi, Bryan
best online game:

EGMP

GUN-JACK



Gun Jack is exactly Jack-2 with a few differences. First off, he has P. Jack's flying ability, except better since he doesn't fly as high. He also has a few Ganryu's punch combos and a few new combos of his own. Because of his low-flying ability, you can play him anywhere.



Body Slam
Gorilla Press
Punish Drop
Megaton Blast
Back Breaker
Pyramid Driver
Pile Driver
Full Takedown
Choke Slam
Rising Hell
Combo Rising Hell
Body Drop
Face Basher

Left Punch Combo
Windmill Punches
Jab/Elbow/Upper
Megaton Punch
Hammer Knuckle
R.Hammer Knuckle
Cross Section
Low Scissors Ender
Megaton Ender
U.Rush
Short Rush
S.Rush 1
S.Rush 2
S.Rush 3
Backlist Blast
(On Ground) Spring Hammer
Sit Down
After Sitting Punches
Roll Forward/Back

Violent Uppercut
Forklift Flip
Low Scissors
Megaton Strike
Air Rise Fists
Spelunker/M.Punch
Hip Palm Strike
Earthquake Stomp
Machine Gun P.
Cossack Dance
Slide Strike

Dark Greeting
Air Stomp
Double/Triple Lunge
Gigaton Punch
(360° X 5)

10-1
10-2
10-3
10-4
Combo 01
Combo 02
Combo 03
Combo 04



BRYAN FURY

Bryan Fury does play similar to Bruce, except he's slower. His hits take off more damage and he has more unblockables.



DDT (1)
Fall Brain Blast (2)
Death Giver (3)
Back Dodge
Double Body Blow
4-Punch Combo
3-Punch/Low Kick
Southern Cross
Atomic Combo
Atomic Combo 2
Spin Elbow
Piston Punches
Phantom Claw

Mach Punch
Running Spin Kick
Spin Punch Combo
Spin Hit, Low Kick
Backdash Smash
Quick Kicks
Gatling Combo
Double Snake
Big Snake
Snake Edge
Spinkick
Low Side Kick
Side Hummer

Gutpunch Counter
Knee Counter
Triple Kick
Knee
Flip Kick

Taunt
Low Attack Break
Slow S.Backlist
Fast S.Backlist
Eight String
10-S

Juggle 01
Juggle 02
Juggle 03
Juggle 04
Juggle 05
Juggle 05 Ender



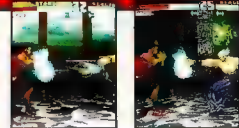
HEIHACHI

Heihachi is DEFINITELY...familiar. He has a couple new punch combos which are quick and extremely effective. He seems to have the same speed as well, but is FAR more powerful.



Neck Break
Powerbomb
Stonehead
Stonehead (Against Jin)

Shining Fists
2-Punch Backlist
Vile Juggle
Chi Palms
Chi/Fast Chi Combo
Twin Pistons
Deathstiff
Spinning Gutpunch
Hammer/Deathstiff
Demon Godfist
Thunder Fist
Dragon Fist
Slice Kick
Low Slice Kick
Hell Sweeps
Gfist/BGfist/Axe E
Left Axe Kick
Right Axe Kick
Hunting Hawk
Corpse Splitter
Triple Threat
Axe Kicks
Flip Heel
Stomp (on floored opponent)
Back Sidestep



Demon Hammer
10 01
10 02
10 03

Combo Starter
Ender 01
Ender 02
Ender 03
Ender 04
Ender 05
Combo 02
C 02 Ender
Combo 03 Start
Two Enders
Third Ender



MEET NAMIRA.
SHE'LL BREAK
YOUR HEART.
CRUSH YOUR BONES.
KICK YOU INTO
A LAVA PIT.
THEN SHE'LL SNEER
AT YOUR WEAPON.

(AND SHE'S ONE OF THE NICE ONES.)



It's Mace - The Dark Age. The most graphically stunning 3D fighting game to ever come home. In fact, *Next Generation* says, "Mace is well on its way to being the best 3-D fighting game for Nintendo 64™." There are 10 death-seeking adversaries, two devilishly difficult bosses and seven hidden characters. Each one with a deadly weapon or two and so many moves and combos that you'll need a high pain threshold just to watch. A word to the wise: if you're getting your face kicked in, we suggest you hit the 3-D Dodge Button - it might just save your butt. Not to mention your life.

MACE
The Dark Age

EVERYTHING'S A WEAPON.

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JULIA-CHANG

Julia Michelle with about 13 new moves. She has a front suplex, as well as a few new Punch combos. She also has a couple Ganryu's Lunge Punches.



D.V. Bomb
F.Suplex
Front Suplex
Cyclone Suplex
Armlock Suplex
Triple Threat



G-Cleft Combo
Catapult Combo
2-Hit to Bowleg
Rush Uppercut*
Dash Elbow Strike
Big Cannon
Double Strike



Slice Uppercut
Elbow Ender
Catapult Ender
Club Fist Ender
Kick/Punch Ender
Skyscraper Kick
Deathpush-Punt*
Dash Puncher
Elbow
Sweep Legs
Death Push C.02
Punch, Backspin
Lunging Palm
Club Fist Combo
Spinsweep Combo

Big Sweep Combo
Earthquake Storm
Waving Taunt
Heaven Cannon
Combo Breaker
10 S/01
10 S/02
10 S/03
Combo 01
Combo 01/End
C 02
Combo 03
Combo 03 End



KUMA/PANDA

Kuma and Panda are identical, and are very similar to the previous Kuma. They have six new throws, as well as eight new special moves. One of the special moves is Farting taunt that is an automatic death! Kuma has always been devastating up close and close to worthless far away.



Bear Bite
Bear Hug
Bear Head-butt
Circus Roll



Bear Punch Combo
G-Cleft Combo*
Windmill punches
Jab/Elbow/Uppercut*
Grizzly Claw
Demon Godfist
Hammer Knuckle
R.Hammer Knuckle
Bear Scissors
Uppercut G.Claw
U.Rush
Backfist Blast
Short Rush
S.Rush 2

S.Rush 3
Salmon Hunter
DDT (1)
Sit Down
Bloody Claws
Roll Forward/Back
Lunging Side Kick
Forward Dance
Moonwalk Dance
Terrible Fart
Terrible Claw
Roll Bear
Combo 1



OGRE 1&2

Being the Boss, he should be invincible; however, he's extremely fallible. He has moves from several people including Law, Lei and Paul. However, he's also really sloooow. If you stay on top of him, you can easily avoid his fire and defeat him.



Gorilla Press
Knee Hug
Waning Moon
Shining Flits
2 Punch-Backfist
Clapper



Double Hit
Sucker Punch
Gutpunch
Backflip, Tooth Fairy
Hunting Hawk
S.Creep/Lunge
Right Axe Kick
Left Axe Kick
Chop Kick
Bazooka Leg
Dragon Slide
Shin-to-High Kick
Doublepalm Punch
Black Shoulder

Flip Heel
Infinite Kicks
Low/Med/High End
Jump Kick
Bloody Scissors
Sidewinder
Kunai Stab
Kunai Advance
OGRE 2-ONLY MOVES
Ground Fire
Air Fire
Low Tail Attack
Low Tail Attack



KEY TO MOVES

Left Punch
Right Punch
Left Kick
Right Kick
Stick in neutral position
Both commands are together
While Crouching
While Standing
Sidestep
Tap Direction
Hold Direction
Combos
Unblockables
Normal Move
"/ or " Throw

SPECIAL STAGES & OUTFITS

Tekken 3 definitely had its fair share of secrets. Jin and Xiaoyu had high school outfits as well as Law's father's outfit; Nina and Eddy turned into



Anna and Tiger (the COOLEST video game character EVER) with a hit of the Start button; and there was a high school "secret" stage. You can now select their winning AND intro stances. The latest rumor: You can choose the character Mokujin mimics by holding LP, RP, LK or RK, LP.



Rumor Mill: Hold LP to keep the same character.





FLARED NOSTRILS TO SMELL FEAR.

A REINFORCED NECK FOR RAMMING PREY HEAD-FIRST.

SERRATED TEETH TO SLICE THROUGH BONE.





From the ground up,

T-Rex was built to

be the ultimate killing machine.

And if you've got enough survival skills,

you can be him. Just claw,

bite and dismember your way

up the pre-historic



food chain,

from a tenacious Compy

to the bloodthirsty T-Rex himself.

All in lush 3-D environments with pulse-pounding

music and plenty of bone-crunching

sound effects.

The Lost World.



Where only the strong,

fierce and remorseless survive.





ALL CONTROLLED BY A BRAIN
INCAPABLE OF REMORSE.



System
PlayStation
Publisher
Namco
Developer
Namco

strategy talk

Xothing beats a great flying game. The PS has rocked from the start with the first Ace Combat, and now it will be rocked again with the second.

The graphics engine has been much improved and is a great display of some of the power of the PS. Compared to the first

game, this gives you more of a feel of flying when playing each mission. You can also climb above the clouds and attack from the sky.

The control is pretty simple for the novice, yet powerful for the expert! It is easy to learn and easy to become an expert flyer.

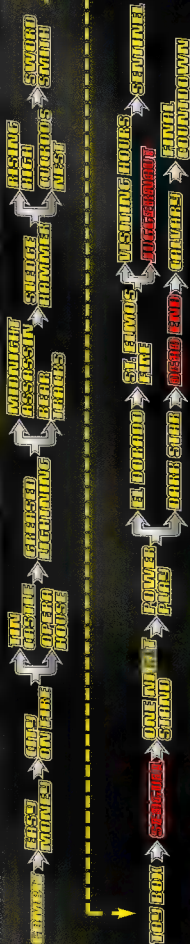
This is a great purchase for any PS owner, and any fan of the previous game should pick this flight combat sim up.

—Scott "ConAir" Augustyn

stats

time to complete: **20+ hours**
challenge: **moderate**
total # of planes: **around 30**

MISSION TREE



THERE ARE ALSO AN ADDITIONAL THREE MISSIONS IF YOU DO VERY WELL IN THE GAME. THERE IS NO BRANCHING THOUGH, SO I WON'T MENTION THAT HERE.

LEWIS BIRD

ACE COMBAT 2

MISSILES & GUNS

You have to have some patience in order to master the lock-on. Watch the enemy plane. When it tilts, you tilt. When it starts to turn the other way, launch your missiles. The guns are harder to master, but they do more damage than they did in the previous game. Learn them when you can. For some of the harder missions and some of the secret missions you will need to use them.

DIFFERENT VIEWS

LOCKPID



This view will get you through the game. This is the easiest view to use. It offers you a good look at all your vital's and gives you a little more help with the gun.

CHASE

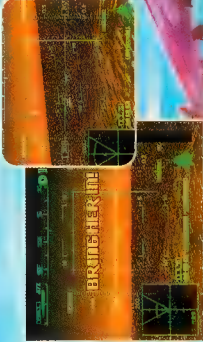


The Chase view is much more cosmetic. You can see your aircraft handle the friendly skies. You don't have a HUD display to your gun and looking on seems to take longer.

LANDING

How tough it is to land depends directly on your difficulty setting. On the easy setting, all you really have to do is land. On the hard setting, you have to line it up, adjust your speed and brake at the end. The key is lining up your crosshairs. Line those up first, then head for the hardtop. Be sure to apply the airbrakes when you hit the turf.

Be sure to apply the airbrakes when you hit the turf.



SOME OF THE TRACKER MISSIONS

GREASED LIGHTNING



This is your first ravine mission. The mission itself is not that hard but you must watch your altitude. Keep it low and snake around the walls.



Use this mission to learn about angle of attack. The direction that you come at can affect your success in hitting your targets. There is no time limit, though, so practice.

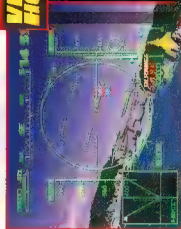
BEAR TRACKS

SLEDGE HAMMER



For this mission you will need to protect a group of planes. Stick close to them and attack the red planes to ensure their survival.

VISITING HOURS



This mission will test your ability to angle your attack and have a swift attack. Keep your guns around the plant and take out the guns and launchers around the entrance. When the clock hits 15:00, attack.

SENTINEL



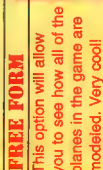
This mission will test your ability to fire at your guns accurately. The targets are pretty open so learn how to hit them quickly. The Cockpit view is the best to use for this kind of attack.

CD PLAYER



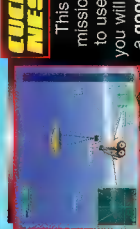
This will play the music of the game to you, while spinning a plane once the music starts.

FREE FORM



This option will allow you to see how all of the planes in the game are modeled. Very cool!

LUCKY'S NEST



This is another mission in which to use your gun; you will also need a good angle of attack. Line yourself up to quickly go through the chutes and use the gun to take them out.

SWORD SMITH

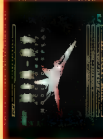


For this type of mission you will need to watch your radar very closely. Only attack when the red boxes are flashing.

EL DORADO

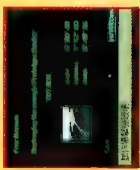


You will have to navigate some pretty tricky routes to complete this mission. Use your angle of attack and your in-flight map to guide you in the best shots.



EXTRA PLANES

New planes for you to use in the game. These start weak and end immensely.



FREE MISSION

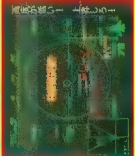
This will allow you to fly any mission in the game. Only time is recorded.

TOP-SECRET MISSIONS!

In addition to the 27 missions that you get with the game, there are also an additional three secret missions that you will get if you do very well in the game. In order to get these missions, you must destroy as many enemies as possible in each mission.

LAST RESORT PART 2

After taking care of the ship you must chase down a nuclear missile! This is very tough to do. You must accelerate constantly and you can only use your gun. Watch your aim.



For this mission you must chase after a huge submarine and sink it. At first, there are just ship guns and towers to hit, but this mission expands a little after you take care of those.

LAST RESORT



Hours, you have to fly into a shaft and take out the center. This is, of course, after you destroy the rest of the red targets.

FIGHTER'S HONOR

This mission is not that difficult of a last mission. Similar to the geothermal plant mission "Visiting Hours," you have to fly into a shaft and take out the center. This is, of course, after you destroy the rest of the red targets.





system
publisher
developer

PlayStation
Virgin
Virgin

strategy talk

I must remember that this is a 3-D side-scrolling action game. The graphics are good and colorful and really bring the game to life. There is a lot of exploration as well as several types of gameplay. Collecting the coins and letters is a huge part of the game, but if you must focus on a particular quest, you can bypass all the other things that you pick up with the aid of a cheat code in your inventory. This guide will help you find all the hidden coins. Learn the enemy attack patterns; the birds, for example, are easy to kill since you know how they swoop in.

The side-scrolling segments use multiple levels that can be explored in simulated 3-D. Still, this cool 3-D effect doesn't overwhelm the sound gameplay.

Anyone who wants an excellent side-scroller would be wise to try out Disney's Hercules. It's a bit easy but very cool.

—Andrew "Starship Troopers" Baran

strat-stats

time to complete:

1 hours

challenge:

easy

like the movie?

total

IQ Ranking:

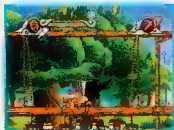
#1

of evil marmosets:

35

EGM

YOUR BASIC D.I.D.



Stomp on the log to raise it to the letter H.



Stomp on the cracks to reveal a secret.

Remember, to get all of the coins, you must hit all of the falling bags.

* **VASE No. 1:** It's hidden within the first cliff. Stomp on the top.

* **VASE No. 2:** Look right after the breakable pillars.

* **VASE No. 3:** Pick it up in the second breakable cliff.

* **VASE No. 4:** It's hidden within a patch of trees next to a letter.



THE HERO'S GAUNTLET

Take the sword and use it to hit these items with ease.

* **VASE No. 1:** It's behind the big rock that drops from the sky.

* **VASE No. 2:** It's on the second pillar at the third pool of water.

* **VASE No. 3:** It's on the second pillar at the fourth pool.

* **VASE No. 4:** Get through the sandals and break through the pillar.



THE CENTAUR'S FOREST

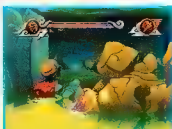
The letter H is hidden atop the first tree. The others are easy to find.

* **VASE No. 1:** It's in a breakaway section for the first waterfall.

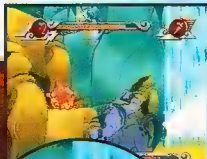
* **VASE No. 2:** It's right past the first centaur.

* **VASE No. 3:** Find it in a breakaway section after the second fall.

* **VASE No. 4:** It's hidden behind a hedge right before the Boss.



Use a punch to hit the rocks at the centaurs.



BEAT THE BOSS: Nessus is tough, so your sword won't work! Instead, outsmart him by standing on the cliff face. Wait until he attacks, then jump over. Move about halfway across, and he'll start lunking around. Jump on his back. Do this four times, then finish him off with a Super Punch.



ICONS



ACTION FIGURE

This item will increase your total health capacity.



LETTERS

Spell out HERCULES and you will earn a free continue!

VASE



Pick up four in a level to obtain a secret password.

HERCULADE



Pick this stuff up to restore health lost during combat.



Evil Never Sleeps. And Now Neither Will You.



Ogre Battle

Limited Edition

Available Exclusively
For The PlayStation™
Game Console



At an enhanced version of the popular 32-bit title – now impossible to find! *Ogre Battle: The March of the Black Queen* features improved graphics, additional musical scores, and we have even redrawn the title to look even better than the original version!

Command your army through the Zenobian Empire and reclaim the continent! Along the way, recruit additional characters to join your quest. Once in control, will you hand over power to the rightful ruler or keep the continent for yourself?

Only you can decide!

A proven hit! The name says it all!



UNIQUE FEATURES

- COMMAND 75 DIFFERENT TYPES OF CHARACTERS!
- 13 POSSIBLE ENDINGS ENHANCE REPLAY VALUE.
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- HAVE THE OPPORTUNITY TO BE EITHER GOOD, NEUTRAL OR EVIL!
- THIS LIMITED EDITION TAKES OGRE BATTLE TO A WHOLE NEW LEVEL OF 32 BIT GAMEPLAY!

"One of the All-time great Strategy/RPG's"
(PSExtreme)

"...Ogre Battle has Solid Seller emblazoned on it."
(Video Game Advisor—April, 1997)

ATLUS



Come visit us on the world wide web at www.atlus.com

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Eve Be Nimble, Eve Be Quick, Or Eve Be Sliced by Gore's Big Stick.



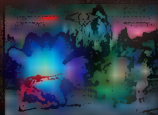
DARK RIFT

Dark Rift brings out the best in people. Eve works her butt off to turn Gore into a meaty pin cushion. Gore busts his gut to move Eve into the path of the axe. And you'll need your best, because **Dark Rift** gives it up. **Dark Rift** delivers more fight, more often with more speed than you have ever seen before. Check out **Dark Rift** for N64 or Win 95 and get flesh scorching projectiles, hyper quick ten hit combos, blazing frame rates and some very unpleasant surprises for the competition.

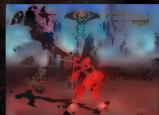
NINTENDO⁶⁴



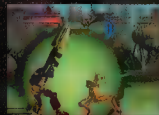
N64



N64



N64



N64



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Available 1997

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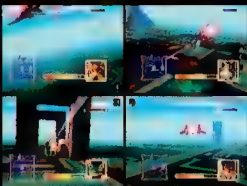
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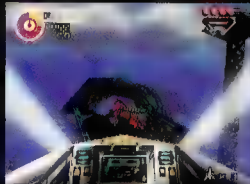
SUBJECT DEPLANES FOR
LAND BATTLE

SOON YOU WILL BE ABLE TO FEEL THE FULL IMPACT OF SPACE COMBAT



STARFOX™ 64 INCLUDES THE
RUMBLE PAK™ IMPACT CONTROL SENSOR
ONLY FOR THE NINTENDO 64 SYSTEM
ATTACH IT TO YOUR CONTROLLER
FEEL THE WHOLE PICTURE

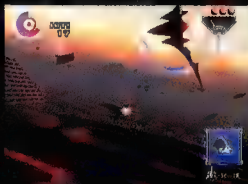




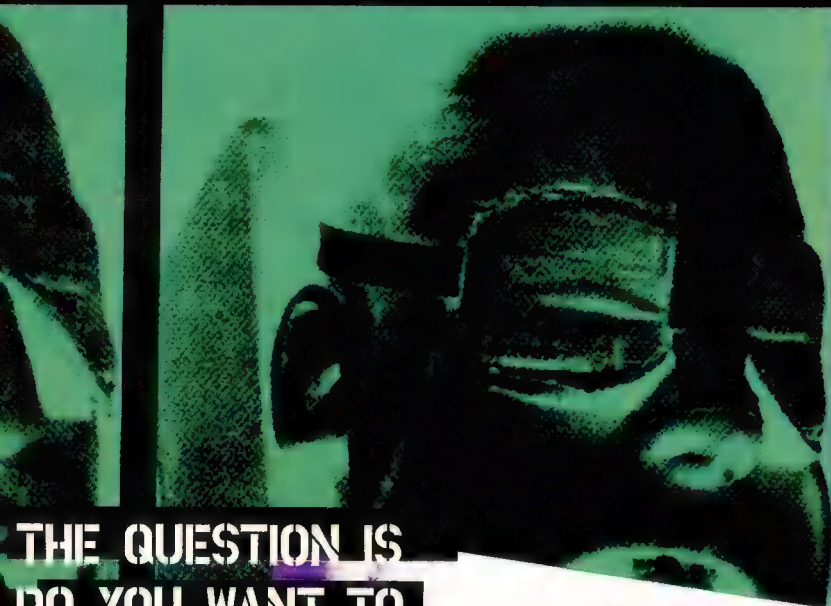
SUBJECT ENTERS HYPER-REALITY
OF THIRD DIMENSION



SUBJECT INTERACTS IN REAL
TIME WITH FELLOW PILOTS



SUBJECT PERSPECTIVE CHANGES
FROM VICTOR TO VICTIM



THE QUESTION IS
DO YOU WANT TO



CHANGE THE SYSTEM.
NINTENDO 64



system
publisher
developer

N64
Ubi Soft
Human

strategy talk

Making its way into video game stores around the time you read this is the first FOCA licensed F1 racing simulation being released for the Nintendo 64.

Among the lists of appeals, F1 PP offers 30 currently active drivers in 20+ different types of cars to select from. Although you can enter any initials you want, when you play this game you must assume the identity of one of the drivers and then play as him.

Also joining the lists of pluses are the colorful landscapes and exceptional (minus heavy traffic) frames of animation F1 PP delivers. Curiously though, as far as game-play is concerned, you'd swear you were playing a Super NES game. In some driving views the angle doesn't seem dead-on, and as a result of which, you sometimes don't get that sensation of speed that today's gamer demands. Still these are nitpicks in an otherwise good racing title worth taking for a spin.

—Tim "Austin Powers" Davis

strat-stats

time to complete:
adjustable
challenge: moderate
of N64 F1 sims: 1
annoying antagonist: you got it!
welcome back:
Ron Marcintak



NGM takes Ubi Soft's N64 driving simulation out for a spin

F1 Pole Position 64

Your Competition

The competition might seem a little tough in F1 Pole Position, but it's always polite. Meaning, no one's going to actively try to smash into your car or run you off the road to get you out of the race no matter what you do to them, so use this to your advantage.



Use the Time Trials Mode to your advantage and practice all 16 courses beforehand as long as you like.



Ideally, there are three different types of weather you can choose from at the start of the race. But many times (if not ALL the time) it will change in the middle of the race, leaving you with no choice but to pit and change your tires to adjust to the in-climate weather. Sometimes your pit crew chief will warn you ahead of time of weather changes, sometimes not. When he does though, you'll have about one lap to get your car into the pits.

Talk about Your flash FLOODS!

F1 PP offers 30 real drivers of 22 different authentic cars to choose from. All cars are not the same, however. For example, manual transmission drivers might want to select one of the Ferraris because its engine's note is more easily distinguishable from the rest.

Damage Meter



The damage that you or your opponent inflicts to you or another driver is recorded into five categories: wing, tires, suspension, brakes and gear box. When an item is damaged, it will turn from blue to yellow. Failure to replace it will result in a red flash and eventually an abrupt end to the race.



RACING With a vengeance

6 BAD ASS
VEHICLES & DOOM

24 TRACKS
OF INSANITY

WHITE
DEATH KNUCKLE
MATCH

Roadkill

Clean-Up Crew

Not
Included

MENTALLY
UNSTABLE
DRIVERS

CUSTOMIZABLE CARS
WEAPONS & DRIVERS

SATELLITE
DEATH BEAMS

RUTHLESS
BOSS
ON EVERY LEVEL

ANTI-MATTER
PROJECTILES

RACE TO HELL
AND (MAYBE)
BACK

RED ASPHALT

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Customize your F1 between every race

OPTION	WHAT IT DOES	RECOMMENDATION
 STEERING	Seven different settings allow you to adjust car responsiveness.	Option 1 will save up to four different customizations in the memory. Try all the settings to see which one suits you best.
 TIRES	Select up to four different grades of compound tires.	Compound and type (Slick or Rain) affect overall car acceleration from A-D (slowest to fastest).
 GEAR BOX	Three different transmission types offer various types of play.	The semi-automatic is good for players who fall asleep at the wheel, but the manual offers the highest top speed.
 BRAKES	Auto brake feature automatically slows the car down.	A good feature for beginning players, it helps teach you how to speed to enter turns coming ahead.
 SUSPENSION	Seven settings alter the tightness of the car's suspension.	For courses with many hairpin turns (i.e., Montecarlo) a higher setting improves the turn responsiveness.
 WING	Seven settings control the air flow around the car.	Choose the lowest setting (top speed) for tracks with generous straightaways and the highest (down force) to handle tough corners.
 FUEL	10 settings control the amount of fuel you start with.	If you find yourself in the pit a lot (damage repair, change tires, etc.), try starting with a half tank for respectable acceleration.
 PIT WORK	Three different settings choose the amount of work done.	This one depends on how carefully you can drive. The heavier the work, the more time your car's going to eat up sitting in the pit.



Watch Your Revs!

Depending on whether or not you have the Machine Damage Option on, and the level that it's set at, you can actually destroy your car's gearbox if you let the RPMs on your tach reach the red zone too often. If the Warning Meter (on the lower left-hand corner) starts flashing red, you can kiss your trophy goodbye.

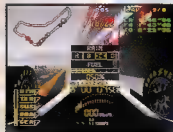


Redlining your gearbox will eventually damage it.



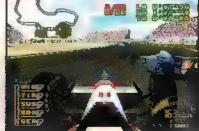
F1 Racing 101

F1 PP offers many different authentic courses from around the globe to race on, each with its own characteristics. One type of curve that many tracks possess is the S-curve. Just like in the real thing, successful navigation through turns like these helps maintain your speed while saving your tires in the process. In your standard S-curve, try approaching it from the outside of the first turn. You'll actually cut diagonally across the middle section of the S and back out to the opposite side of the track.



Point of View

F1PP offers up to seven different perspectives to choose from while racing, though many (like the nose-cam) make it difficult to judge where you are on the track, so be warned.



David Taylor 1996 AllSport

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strategy talk

What can I say? IT'S FINALLY HERE! jubilation beyond measure. That's one way to describe what I felt when the three-disc monster RPG of the century was dropped on my desk! The new interface style takes a little getting used to, and while it's very impressive, I still find myself sniffing over the loss of the aged, traditional overhead tiled graphic look.

One of the major differences this new interface provides is that items can now be hidden even more sneakily into the background. Keep your eyes peeled. I scoured the game and took down some notes of where certain items can be found. Think of it as a first attempt at a checklist. Take time to scour areas to see what you can find.

Once you get past the first several hours of plot-heavy automated sequences and showy FMV, you'll find yourself wrapped up in a gripping story set in a marvelous fantasy environment.

—Jason "Men In Black" Streetz

strat-stats

time to complete:
45 hours
hours of sleep:
in the single digits
challenge:
less than previous FFs
up to the hype?
yes and no (too linear)
two random words:
tiger striped

EGM

NO. 1 REACTOR

Follow Barrett as he exits the train from the introductory sequence. Follow the other Avalanche members through the No. 1 Reactor. Go with the flow until you reach the part marked by a Save Point, just before Cloud sets the bomb. Take the opportunity to recover any wounds sustained so far. After setting the bomb, a Mid-Boss will appear. **Strategy:** Use Cloud's Lightning attacks for the most damage. Keep those Potions handy. Make your way out in time, and plow through the sequences until you reach the streets outside the reactor. Talk to the flower girl (it's Aerith, who will later join the party) and purchase a flower from her. Exit the area.

Either fight or dodge the guards which appear; either way you will end up jumping over a ledge onto a train—with the rest of Avalanche in it!

SLUM TOWN

Follow Barrett from the train station to the slum town. Follow everyone into the bar, and encounter Tifa. If you purchased flowers, you can give them to either Marlene or Tifa. Barrett will eventually mention another job, and Tifa will convince you to join. She'll join the party. Be sure to shop around and purchase any items before disembarking.

TRAIN TO AREA 5 COMPLEX

You will be detected and have to escape the train. Follow everyone out. Make your way down the train passage (go into the background repeatedly, not the foreground). Once inside the Area 5 complex, plant the bomb and pay attention to Cloud's flashback. On your way out, you will have to fight a Sub-Boss summoned by the president of Shinra. Cloud will fall into the depths of the city below after the battle, and will encounter Aerith again. She'll hire you as a body guard. Defend her from the guards. Cloud will make for Area 7 without her once the danger is over, but she will intercept you and tag along anyhow. **Tip:** When sneaking out of the house, do not run! Cloud and Aerith will notice Tifa go by in a Circus-style carriage into Area 6.

AREA 6 & CORNEO

Go to the southeastern part of the city to the girls club. Talk to the men outside and learn about Tifa and Don Corneo. Head up to the top of the map and learn that Cloud will need to dress as a woman to enter the mansion. Talk to the woman in the clothing shop. Then talk to her father in the bar. Get the dress at the clothes shop. Get the wig from the wrestling arena. Head off to Corneo's mansion. After you settle that mess, you will learn that the president of Shinra plans to detonate all 11 Section 7. Prepare for a battle with a Sub-Boss after Corneo's.



Use standard attacks in the preliminary fight sequences.



Use Lit spells against the No. 1 Reactor Mid-Boss...



Be sure to stop and talk to the flower girl. Buy a flower!

No. 1 Reactor Lookout:
Potion
Phoenix Down
Restore Materia
Assault Gun (Mid-Boss)



CLOUD

First Appearance?
Initial Character
Worthy Party Member?
Not much of a candidate



Lord Guts	742/2420	211
Attack	4200/4700	200
Limit	790/1100	210



Lord Guts	742/2420	211
Attack	4200/4700	200
Limit	790/1100	210



Lord Guts	742/2420	211
Attack	4200/4700	200
Limit	790/1100	210

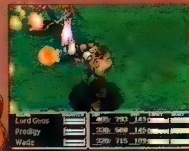
BARETT

First Appearance?
Midgar Area Reaction
Worthy Party Member?
He's not really

Barett has the charm of being the only character with a long-range attack initially. However, his usefulness soon wears off once you encounter other characters like Cid or Cait Sith. His weapons just don't have the kick Vincent or Cloud



Lord Guts	500/700	150
Attack	300/300	150
Limit	300/300	150



Lord Guts	500/700	150
Attack	300/300	150
Limit	300/300	150



Lord Guts	500/700	150
Attack	300/300	150
Limit	300/300	150

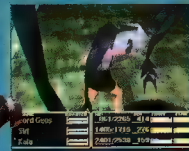
TIFA

First Appearance?
Midgar Section
Worthy Party Member?
Not until later in the game

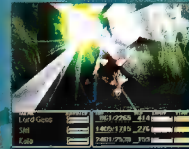
Tifa is a player's first sight, but doesn't really get her chance to shine (if you miss her, she'll be left in the back of the party, that is). She is a good support character, which her available weapons are appreciable.



Lord Guts	500/700	150
Attack	300/300	150
Limit	300/300	150



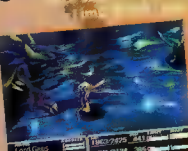
Lord Guts	500/700	150
Attack	300/300	150
Limit	300/300	150



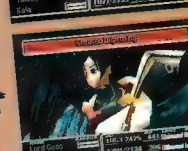
Lord Guts	500/700	150
Attack	300/300	150
Limit	300/300	150

YUFFIE

First Appearance?
Midgar Area
Worthy Party Member?
Not much of a candidate



Lord Guts	500/700	150
Attack	300/300	150
Limit	300/300	150



Lord Guts	500/700	150
Attack	300/300	150
Limit	300/300	150



Lord Guts	500/700	150
Attack	300/300	150
Limit	300/300	150

VINCENT

First Appearance?
Midgar Area
Worthy Party Member?
The Limit Breaks are an invaluable asset

You must find Vincent hiding in the Mabeaux mansion basement, awaken him from his tomb and enlist the aid of his Limit Break. He morphs into powerful creatures with buffed-out HPs and special attacks.



Lord Guts	1500/2400	240
Attack	1500/2400	240
Limit	1500/2400	240



Lord Guts	1500/2400	240
Attack	1500/2400	240
Limit	1500/2400	240



Lord Guts	1500/2400	240
Attack	1500/2400	240
Limit	1500/2400	240

AVALANCHE MEMBERS

SUPPORTING CHARACTERS

FINAL FANTASY VII

OPTIONAL CHARACTERS



Lord Guts	500/700	150
Attack	300/300	150
Limit	300/300	150



Lord Guts	500/700	150
Attack	300/300	150
Limit	300/300	150



Lord Guts	500/700	150
Attack	300/300	150
Limit	300/300	150



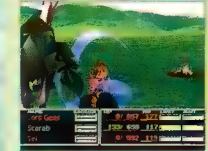
Aerith is perhaps one of the most important characters to keep in the party. While her HPs are low, her MP's are high, and her Limit Break "Healing Wind" is VERY useful. It heals the entire party during those critical battle moments!



Lord Guts	500/700	150
Attack	300/300	150
Limit	300/300	150



Lord Guts	500/700	150
Attack	300/300	150
Limit	300/300	150



Lord Guts	500/700	150
Attack	300/300	150
Limit	300/300	150



Red XIII is basically a fighting heavy, much like Tifa. You could do without this character later in the game, however his fighting skill comes in handy during the escape from the Shin-Ra corporate complex!



Lord Guts	500/700	150
Attack	300/300	150
Limit	300/300	150



Lord Guts	500/700	150
Attack	300/300	150
Limit	300/300	150



Lord Guts	500/700	150
Attack	300/300	150
Limit	300/300	150



Cid shows immediate promise as an excellent fighter-type addition to the party. His HPs are high, and his immediately available weapons make him an ideal choice for some heavy-duty backup in tandem with Cloud.



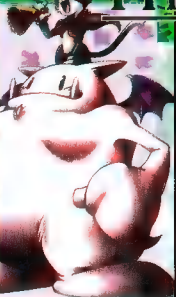
Lord Guts	500/700	150
Attack	300/300	150
Limit	300/300	150



Lord Guts	500/700	150
Attack	300/300	150
Limit	300/300	150



Lord Guts	500/700	150
Attack	300/300	150
Limit	300/300	150



Cait Sith never really found a place in this editor's party. Although his Limit Breaks are...er...interesting, his overall strategic value leaves much to be desired. His place in the party could be much better used by Yuffie or Cid.

AERITH

First Appearance?
Midgar Section
Worthy Party Member?
Most definitely

RED XIII

First Appearance?
Dr. Hojo's Lab
Worthy Party Member?
Tiffy

CID

First Appearance?
Rocket Town
Worthy Party Member?
Excellent fighter

CAIT SITH

First Appearance?
Gold Saucer
Worthy Party Member?
Nope

Choosing an Optimum Party

Each specific character in the game varies only slightly in MP and HP scores. The real difference comes in the special Limit Break attacks each has. Those are the defining elements of a character when determining usefulness in the party.

Cloud is a required character throughout most of the game (with that slight exception where he's off with Sephiroth), so he provides the staple heavy damage-style character. Don't ignore his MP's, however. While his time is best spent hacking with the bladed weapon of your choice, his MP's are still useful for Materia. Be sure to balance your party in such a way that Cloud can spend most of his time attacking rather than casting Materia spells, however...

...which is where the back-up cast comes in. During the majority of the game, a strong Materia back-up is essential, which is where characters like Aerith, Yuffie and even Vincent come in handy. The ideal party generally consists of Cloud (of course), a fighter (Barett, Red XIII, Cid) and a Materia user (Aerith, Cait Sith), with one or the other optionally replaced by a mixed-application character (Vincent, Tifa).

Early in the game Aerith should never leave your party. I mean NEVER. Her Materia ability and her "Healing Wind" Limit Break is a MUST for as long as you can keep her!

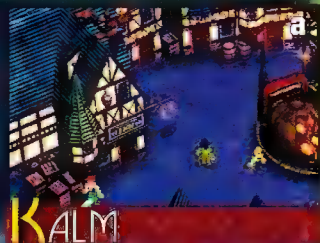
FINAL FANTASY VII

OVERWORLD MAP

When you first come to this marshy region, be sure to ride a Chocobo (it be procured from the farm to the east), or else you will be caught by the resident serpent. It is attracted to the sound of footfalls on the water. You can see it as it approaches, however outrunning it is not possible without a Chocobo to ride. Picking a fight with the creature early in the game is pointless suicide. Once you have the airship, you can land nearby and challenge the creature with more powerful characters, but it's not worth the experience.



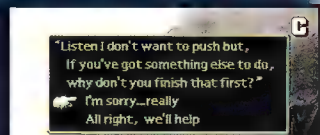
A few notes regarding the Overworld Map: Aside from walking on foot, there are a handful of vehicles available for traversing the map. The water skimmer, Tiny Bronco, can only travel along the coastal regions of major continental land masses. The Airship, however, can travel to any part on the map but can land only on grassy surfaces. The land rover, used for a short period, can be used to cross rivers on the Western continent. The large wasteland area on the Western continent is actually a twisting maze of canyons and mountainous terrain. Be sure to explore it carefully for places other than Cosmo Canyon to adventure in. Also, the only way to traverse much of the arctic continent to the north is to go through the town located on the Southern edge.



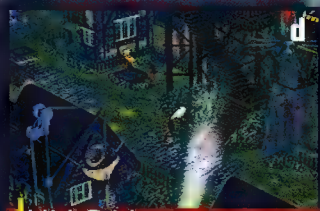
KALM



CHOCOBO FARM



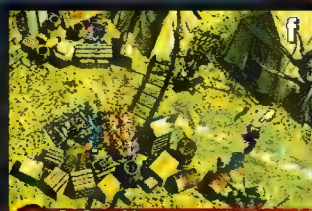
CONDOLFORD



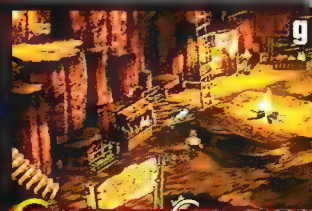
JUNON



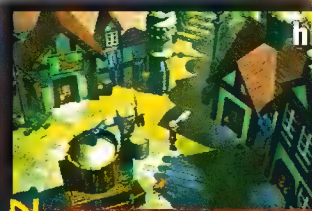
COSTA DEL SOL



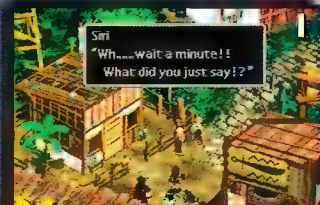
COREL



COSMO CANYON



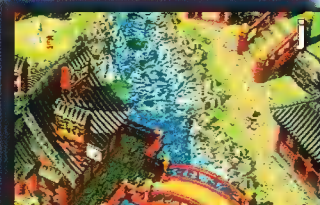
NIBELHEIM



MIDDEEL



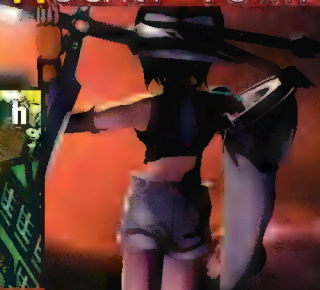
BONE VILLAGE



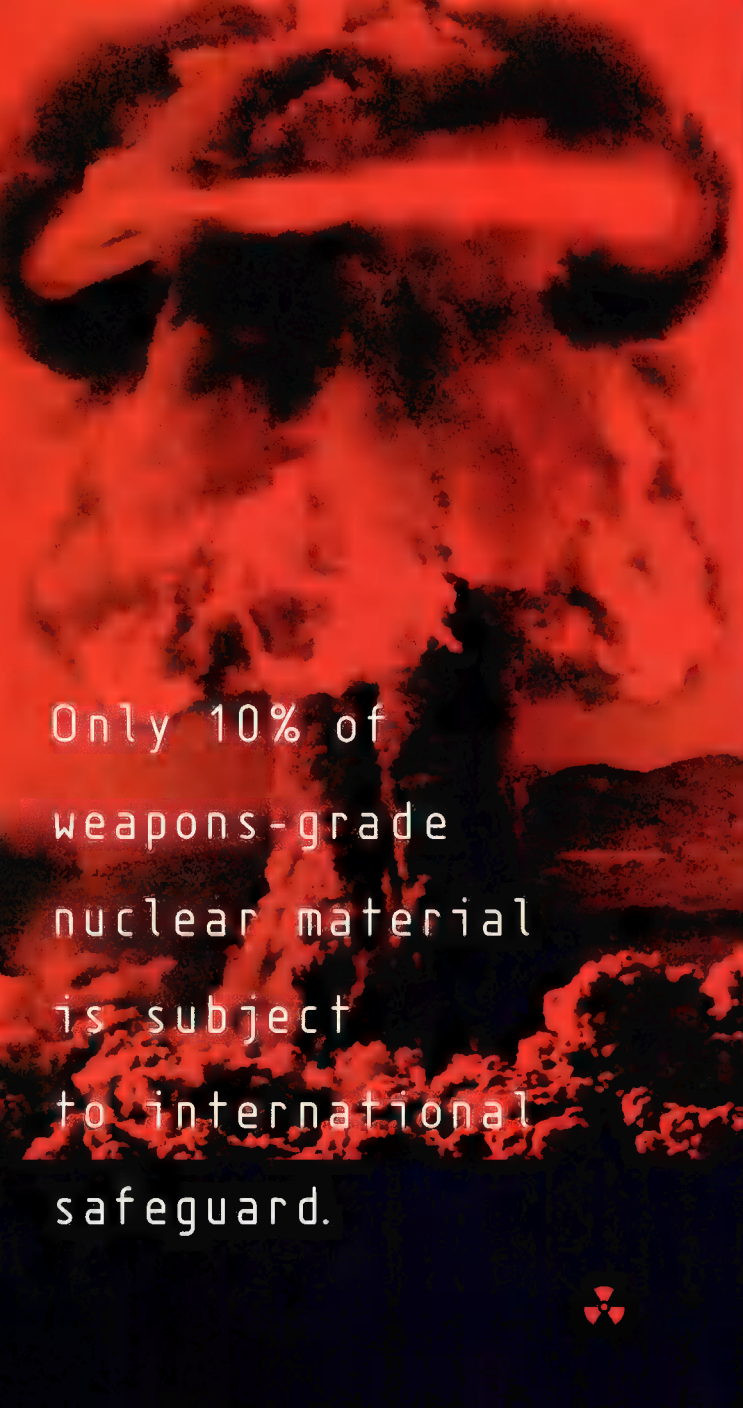
UTAI



ROCKET TOWN

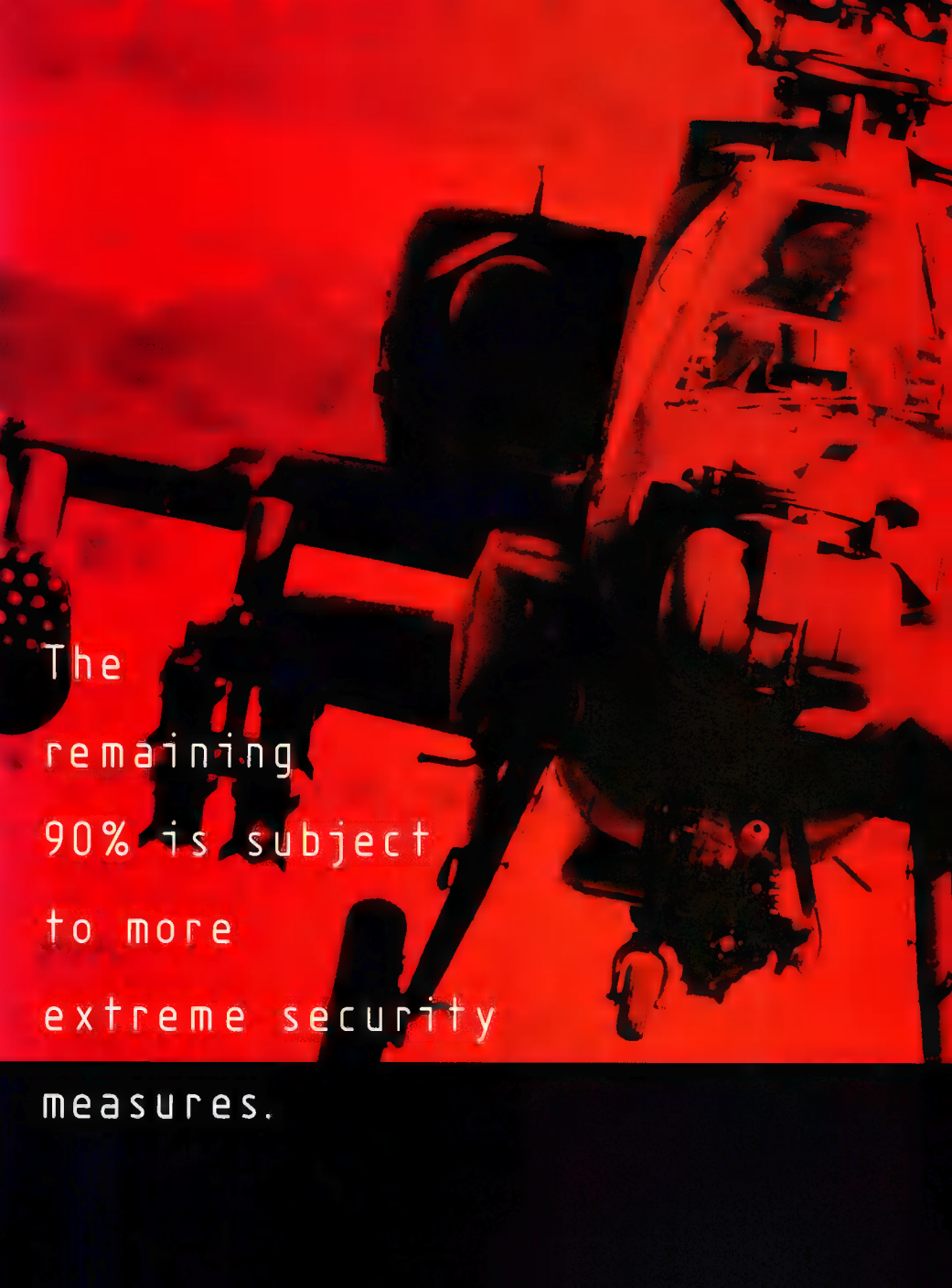


NIBELHEIM



Only 10% of
weapons-grade
nuclear material
is subject
to international
safeguard.





The
remaining
90% is subject
to more
extreme security
measures.

SAVE AREA 7

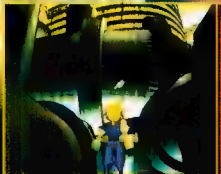
Help Barrett and Avalanche battle the Shinra army at the top of the tower. Prepare for a scuffle with a member of Shinra who will cause the destruction of Area 7. Regardless if you win or lose, Section 7 will be destroyed in a marvelous CG sequence.



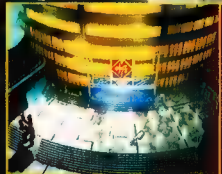
Use the batteries to power the downed sections of cable.



Once you've navigated the cables, climb up top...



Shinra's main corporate building is your destination.



Decide between a frontal assault or a sneaky entrance.

INSIDE SHINRA BUILDING

Next go to Aerith's house. Some touching character moments will pass. Afterward head toward the Slum Town. Toward the northern edge, you will find some children running around. They will take you to a wall with a climbable pipe structure. Climb up and learn that you need batteries. Get the batteries by heading to the weapon shop. Talk to the smith at the far left. He'll sell some for 300 gil.

Once up there, you'll have a choice as to how you wish to siege the building. Either way, you'll end up on the 59th floor where some guards will drop key to the 60th.

TIP: On the 60th floor, time your movements across the security field so that your characters run only while the enemy soldiers are in motion. On the 61st floor, talk to one of the characters who walks around. One of them will ask you what you are doing there. Choose the bottom choice (refuse to answer), and you'll get the 62nd floor key.

On the 62nd floor, you'll have to solve a puzzle asked by a librarian-type character. Regardless of your correct answer to his question, you'll eventually get the 65th floor key.

TIP: Search every book in the four different-colored rooms and piece together an answer for a chance at a special Materia. (The correct answer may vary with each new game.) The 63rd floor contains an optional puzzle. The 64th floor should be your next objective, where you can save and replenish.

On the 65th floor, you will have to search the various chests for the pieces of a Midgar city model located in the center of the room.

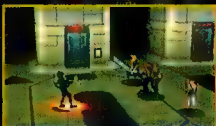
Replace them in sequence to complete the model. You'll get the 66th floor key. The toilet on this floor can be climbed, leading to an over-head duct. From up there you can listen in on a meeting taking place. Follow Hojo from the meeting to the 67th floor as he leaves the room. You'll encounter Red XIII and battle a Sub-Boss.

TIP: Afterward, some loose Materia will be laying around...take them! Talk to the lab assistant to get the 68th key. Meet the rest of your party on the 66th floor elevator. You'll be arrested. While in the cells, talk to everyone then rest. When you wake, you'll notice the door is open and the guard is killed. Return to where you found Aerith. Go to the 69th floor once this is done.

After some plot sequences, Cloud will choose to fight

Rufus solo while Aerith and crew escape. Take Aerith's party to the elevator tubes and prepare for a Sub-Boss. **HINT:** Standard short-range attacks will NOT work! Use long-range attacks or spells.

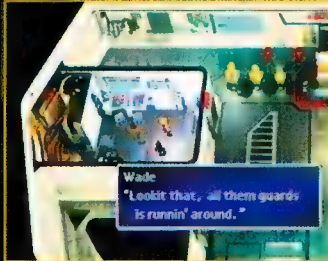
Cloud will have to fight Rufus after this is done. Meet with Tifa down the stairs and prepare for the motorcycle sequence to escape the Shinra complex. **HINT:** Try to minimize the amount of damage taken during this minigame, as it will translate into HP loss at the end—where you'll have to square off against a Sub-Boss of massive strength!



Various guard colors indicate different strengths/weaknesses.

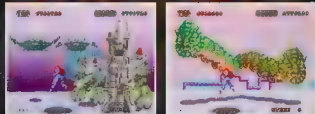


This is just the ground floor. There's a long way to go...

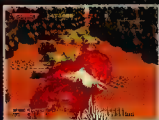
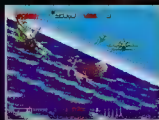
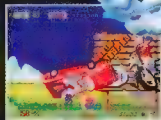
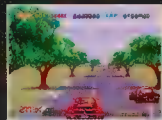


When Gameplay Alone Was King,
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KALM RECOLLECTIONS

Make your way to Kalm. Some conversation leads Cloud to explaining his past and Sephiroth's. You'll switch to Cloud's flashback point of view. Follow Sephiroth into the inn and talk. Rest for the night. Tifa will guide Cloud and Sephiroth to the Mako reactor, where some interesting events of history unfold.

Next in the flashback, Cloud should proceed to the mansion at the top of the town. After you sleep, find the passage which leads to the underground area (it's on the far-right side inside the mansion).

Back in the reactor, set the defeated Tifa aside and

proceed into the upper chamber where Sephiroth went.

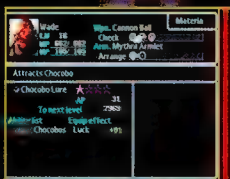
After all this is said and done, you can resume playing in the present tense. You'll get the PHS, which allows you to switch party members on the overworld map and at most save points.



CHOCOBO FARM

Go to the Chocobo Farm. Talk to the Chocobo in the front and choose the bottom choice in conversation. You'll get the Chocobo Summoning Materia. Talk to the old man in the house/farm structure and learn how to get a Chocobo. Do as he says and procure a Chocobo from the regions appropriately marked on the 3-D map with Chocobo tracks, using the equipped Chocobo Lure Materia.

HINT: Do NOT attack the Chocobo while they appear on the Combat Screen! Kill all other enemies and then you will get to control the Chocobo afterward.



You first need to equip the Chocobo Lure Materia.



Roam about the Chocobo-marked areas of the map.



Talk to the Chocobo close to the fence for a free Materia!

Use Chocobos to cross otherwise dangerous or uncrossable terrain. Start with simple Chocobos. Later you can breed special Chocobos...

Avoid the Midgar Marsh's serpent! It will zero in on your footfalls through the marshlands and attack! At this point in the game, it will SMASH your party.

As fast as you THINK you are, do not attempt to cross the marshy area without a Chocobo! In order to get to the Mithril Mines, you have to cross this region alive. The serpent is simply too powerful to overcome this early in the game. Coming back for it later is rather pointless, also.



MITHRIL MINES

Avoid the slithering snake shape under the marshlands surrounding the Mithril Mine entrance (to the west of the Chocobo Farm). If you get caught, you will get forced to fight a massive serpent (which will slaughter your characters). Proceed onward through the Mines. You'll notice a large Condor-looking structure. Never mind it for now, head off to the northwest toward Junon.



Follow the path to Sephiroth's death...

As you first enter the Mithril Mine area, you will be confronted by the Turks. They have no fights to pick with you...yet. Listen carefully to what Elena says. She speaks of Sephiroth's presumed destination...



This first cavern structure is pretty straightforward.

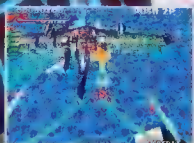
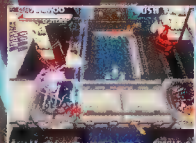
Once they are done talking, pay attention to the way they exit the room. Climbing down rock faces can be done the same way they do. For instance, climb up the ledge to the left once they leave to continue into the mines.

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SHINRA NAVAL BASE

Using the steps on the lower-left side of the town map, head toward the beach area. Save the little girl, named Priscilla, from peril. Prepare for a battle against an aquatic Sub-Boss.

HINT: Use Lightning attacks. Use CPR to save Priscilla's little life. **TIP:** Allow your lungs to fill and pause for the slightest fraction of a second before releasing.

COSTA DEL SOL

In Costa del Sol, you'll find Hojo lounging on the beach. Some pertinent conversation will result. Leave once this is done and head for the mountain path leading to Corel.

You'll find yourself in a brief cave structure leading to an outdoor railway system. Disrepair. Battle your way through. The sections of the track which are unstable will cause you to fall if you do not react to the on-screen messages quick enough (there are three such areas). However, falling down these areas can lead to finding special items.

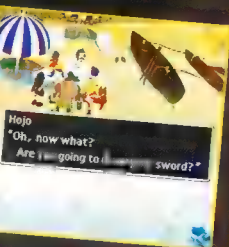
HINT: Carefully steer Cloud to the right or left to get them as



Head off to the beach area and find a surprise visitor.

you fall. Follow the upper track and use the control switch at the end to lower the bridge for the rest of the party. Once you've done this, you can proceed to North Corel Town.

The confrontation with Hojo does not end in a fight. It does, however, provide information about Cloud and Sephiroth.



Do this several times and you'll revive her.

After resting up, Priscilla will give you the Shiva Summoning Materia. Follow her down to the beach and use her dolphin to help you jump to the upper levels of Junon.

Once in the airbase, you'll be mistaken for a guard in the festivities for Rufus. Go through the

steps you are told by the commanding officer and follow the soldiers in the parade. The better you do, the better the item you get at the end. A similar sequence will follow with gun drills. The better the performance, the better the gift gained. You'll end up on the boat, with the rest of the party disguised. Find Barrett on the top deck

snooping around. Talk to him and then round up the rest of your party. Select your battle party. On the lower deck of the ship a Sub-Boss and an encounter with Sephiroth await.

TIP: Be sure to get the Ifrit Materia and other goodies from the room before leaving. Once everything is thorough, you'll end up in Costa del Sol.

NORTH COREL

When first arriving at North Corel, don't expect any friendly receptions. Barrett is not very popular here because of events in his past. Head to the left of town once you've taken in your fill of the town.

Barrett will enter a flashback detailing certain things about his past. The nearby station operator will interrupt the sequence and urge you to board the trailer toward the Gold Saucer. Do so.

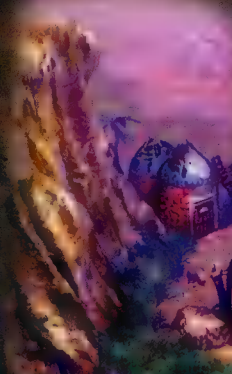
Ignore the Mako reactor on your way to North Corel...for now.



Upon entering the Gold Saucer (after a lengthy discussion about the monetary policies by the ticket agent outside), you will select a character to accompany Cloud. Head to the Wonder Square where you will encounter Cait Sith. Go to the Battle Square. Dio, the head guy here, will sentence the party to Corel Prison as punishment for the murder of several people (of course you didn't do it—who did?).

GOLD SAUCER

When first arriving at North Corel, don't expect any friendly receptions. Barrett is not very popular here because of events in his past. Head to the left of town once you've taken in your fill of the town. Barrett will enter a flashback detailing certain things about his past. The nearby station operator will interrupt the sequence and urge you to board the trailer toward the Gold Saucer. Do so. Ignore the Mako reactor on your way to North Corel...for now.



COREL PRISON

In Corel Prison you'll find a solitary-minded Barrett. Ignore him and head to the house just below a save point flag. Barrett will join in a sequence describing more about his past, and the murderer from the Gold Saucer.

Head off to the trailer mobile where guards are standing out front. Talk to the green one and tell him you wish to leave. You'll need to win a Chocobo race in order to do so, you'll learn.

Return to where you first entered the prison. You can now escape (thanks to a mysteriously dead guard) in the desert.

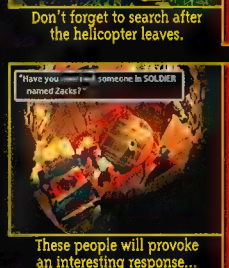
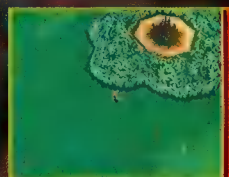
Proceed through until you reach a wrecked automobile lot, where the fellow from Barrett's past awaits. Barrett will have a fight with you in solo combat. The green guard from the trailer mobile will be moved to allow you to enter the Chocobo race. You'll find yourself in the Gold Saucer again, preparing for a race. Be sure to snag the Ramuh Summoning Materia laying around! Then race!

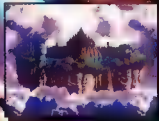
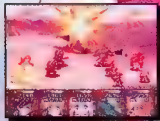
Once you win, you'll release your party from the Corel Prison and they will grant you the Buggie, which can traverse both desert and rivers. Use it to cross the river and head toward the Gongaga area.

GONGAGA

As you enter the paths leading to Gongaga, you should prepare to fight against the Turks. To reach the Gongaga Town, take the left, then right forks of the path. To reach the ruined Mako reactor, take the rightmost path, where a sequence will follow resulting in the Titan Materia orb becoming available.

In the village, go to the lower-rightmost hut and talk to the people there. What they have to say will spark a response from Tifa and Cloud. Leave this area and head for Cosmo Canyon, Red XIII's home. Cross the river from the Gongaga area, and enter the mountainous area.





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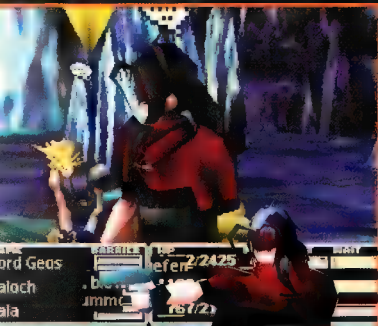
Your weapon is your wheels. And, if you're good, real good, you'll get to drive up to 22 of 'em. Like a limo, a badass pickup, a formula one racer, hell, even a tank if your hot-wiring skills are up to snuff.

Don't expect any citizen-of-the-month award. Expect spine-tingling action, hair-raising crashes and the never-seen-before track cam view.



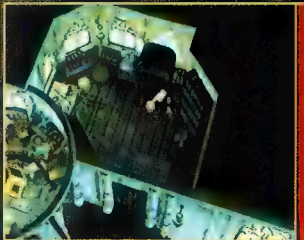
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ENTERTAINMENT

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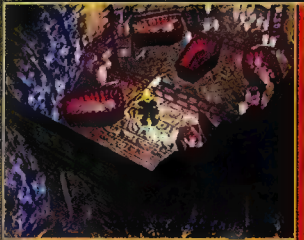


Optional Character: **VINCENT**

You will need to solve the locked chest on the upper floor of the Nibelheim Shinra mansion in order to get this character. Take the key from the opened safe. Descend into the basement and open the locked door. Talk to him and choose the bottom choice. Talk to him again and choose the bottom choice. Leave the room and head back upstairs. Vincent will then join your party for reasons of finding Hojo. Vincent is an excellent member of the party, particularly because of his Limit Break transformations.



Get the key from the safe on the upper floor of the Shinra Mansion in Nibelheim.



Open the locked door downstairs and open the coffin Vincent rests in.

COSMO CANYON

Tell the person at the entrance to Cosmo Canyon that you have never been there before. Explore a while and then talk to Red XIII, who will go into the history of the town and some bits about his past. Follow Red XIII to the top-most structure where you will meet Bugenhagen. Round up your party and return to his abode for some pertinent information.

Afterward find your party at the lower area around the bonfire. Talk to everybody

there. Bugenhagen will urge Red XIII to join him for a small quest regarding something important. Cloud, Red XIII and one other character must follow Bugenhagen into the caverns within the Canyon. Fight your way to the Sub-Boss at the end.

Afterward, leave Cosmo Canyon. Red XIII will rejoin despite prior feelings of departure from the group. Leave, taking the buggy across the river and to the town the north, Nibelheim.

NIBELHEIM

Talk to all the black-robed folks loitering about. Most of them will give you special items between their strange utterances about some "reunion" and Sephiroth. Once you've done this, head to the mansion at the top of the town map. The room with the safe can be opened with the combination right to left to 10, right to left to 97.

TIP: When entering the combination, go directly to the numbers indicated. Do NOT return to zero each time. Also, if you miss the number, you cannot back up and try again. You will have to start over. Once the combination is entered correctly, you will battle a Sub-Boss.

Afterward, take the key inside as well as the Odin Summoning Materia. Head to the passage which leads to the lower levels. Encounter Sephiroth in the library and take the Materia he chucks to you. Leave the town via the north exit and head toward the Nibelheim Mountains. Fight your way past the various paths and terrain.

Upon entering the cavern with the large twist of pipes, be sure to use the ladder to descend first. This way you can climb back up and explore the various pipes. Some lead to special items. Sub-Boss guards the exit from the lower-right hand of the cavern map. Upon defeating you can exit and head toward the Rocket Town.



Cloud must resolve the oddity of this town with his past.



You must enter the Shinra mansion to find Sephiroth.

All the strange robed figures in Nibelheim are seeking out Sephiroth as well. They are not enemies.

In fact, you can talk to most of them and receive items. Some are token things like potions. Others are more useful...



ROCKET TOWN

Once at the Rocket Town, head to the house on the upper part town. Go out the back entrance and discover the plane named "Tiny Bronco."

Head over to the Rocket site and encounter who can grant access to the plane, Cid. Go back to the house with the plane, which turns out to be Cid's. Talk to the wife and learn about certain important plot points. Leave the house and learn that

Rufus has arrived to borrow Cid's plane in order to find Sephiroth.

Cid's wife will urge you to go by the Tiny Bronco and talk with the Shinra guy there. Fight him down, take the plane, and exit the town (a wonderful CG sequence is involved here...).

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ANCIENT KEY

Across the river from the Gold Saucer continent, you will find a little house on the shores. Talk to the man inside and he'll tell you about the key required to open the ancient ruins. Keep talking to him and learn that he had just recently imparted the key to Dio, from the Gold Saucer.

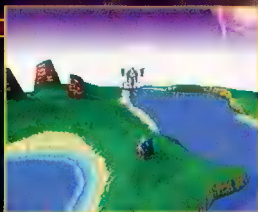
Head over to North Corel (again) and use the trailer to get to the Gold Saucer. Enter the Battle

Square and go through the "Dio's Show Room" door. Dio will enter the room as you approach the keystone. Dio will make you fight for his amusement, then give you the keystone.

The trailer will be temporarily down, forcing you to spend the night at the Saucer. During this period, Cloud and Aerith will do some bonding as a basically automated sequence occurs. Eventually

you will learn that Cait Sith has stolen the keystone. Follow him!

Once you've caught him and discovered his true nature as a Shinra spy, you'll end up in a hotel room with the entire party gathered around to discuss further plans. Cloud and Aerith will be mandatory members, with one optional character, forming a party to find and explore the Ancient Ruins and find Sephiroth.



South of the Golden Saucer continent is a smith with the key.

ANCIENT RUINS AWAIT

Near the lower area of the world map, you will find the Ancient Ruins on its own little island. Its outward appearance is pyramid-like. Upon entering the structure, you will encounter a Turk who has been wounded by Sephiroth. He will give you the keystone. Enter the twisted maze of the Ancients once this done.

HINT: The odd impish fellow jumping around should be used as a guide to the correct path through the maze-like map. Once you make it past the hallway with the rolling stones, you'll encounter an impish fellow. Talk to him in order to save or restore. Beyond lies the clock room.

Although each of the doors in this room leads to various possible treasure-or-trouble opportunities, the VI path is the correct one to continue your quest through the Ruins.

You'll have to play a game with one of the imp folk. Study his pattern and catch him in order to continue. You will encounter Sephiroth in a long sequence ending in a fight against a dragonoid Sub-Boss.

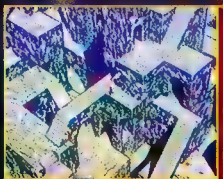
Afterward, the party will have to deal with the Black Materia. Cait Sith will call eventually. You will have to entrust him to handle things as you leave.

As you exit the clock room, you will fight a Sub-Boss. You will lose Aerith as a party member at this point, as Cloud experiences some difficulties with his identity and Sephiroth makes off with the Black Materia!

Cloud and Tifa will awake in the Congaga region afterward. From here leave and head to the Bone Village, which is located on the southern tip of the northern most continent.



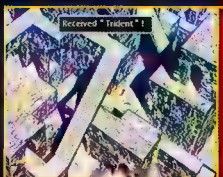
Tseng from Turks will surrender the Keystone.



Keep an eye out for the vines. You can climb them.



Enemies here yield more AP for Materia growth than usual.



Careful! You will be rewarded with various treasures.

BONE VILLAGE

At the Bone Village, you will learn that the Luna Harp will be required to proceed through the forest to the north (which where you need to go, I course).

Talk to the person sitting nearby the entrance. Request a blasting for the Luna Harp, which can be found just to the left of a tent

above the main entrance. Keep in mind that some patience may be required. Try it several times and keep an eye on where the spotters are collectively looking.

Once you have the Luna Harp, proceed through the forest to the Shell Village.



SHELL VILLAGE

Go to the shell house at the end of the upper-right region/path. Rest for the night and then head for the central path. Head down the new path, where you will find Aerith. At length, Sephiroth will taunt and gloat then leave.

You'll need to defeat yet another of his cronies Sub-Bosses. Aerith will die. Sephiroth escapes.

END DISC ONE!

Follow Sephiroth. You'll eventually reach the glacier regions. Head to the Glacier Lodge Village which can be found toward the peak of nearby mountain regions.

GLACIER LODGE

On the eastern edge of the village structure with a map on the wall inside. Take the map. Talk to the man guarding the northern exit to the town. Some Turks show up, and a short sequence follows.

HINT: To dodge the slap from Elena, tap left as she reels back for the hit.

Head over to the little house in the center of town and talk to the little boy inside. He'll surrender his snowboard to you. Once this is done, talk to the man at the north exit again.

At this point you will have to play through the snowboarding minigame. Depending on how you perform, you will be dumped at various points of the map you took from the aforementioned structure on the east end of town.

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Yuffie can be found randomly around the forested regions of the map. The higher the Luck score of your characters, the better your chances of running into her. When you do, prepare to fight as she were a standard foe. She should not be too much of a problem to defeat.

After you do so, things get interesting. The screen changes and you have an opportunity to talk to her. The first time you talk to her, ignore her urge to fight again. Text admit to being overwhelmed by her when she boasts about

She will begin to leave after some more boasting. She will pause and assure you she is REALLY leaving. You should respond by telling her to stay for a bit longer. She boasts some more, and you should respond in a flattering manner again.

When you have the option of asking her name or simply leaving in a hurry, the latter. She will talk along as a party member!


Stats **EXP** 1736140 **Status**
LV 48 **next level:** 5733 >
HP 747 **Link level**
Strength 50
Dexterity 49
Vitality 40
Magic 40
Speed 50
Luck 30
Attack 334 **Weapon** Newberry
Defence 109 **Arm** Diamond Bangle
Defence 100 **Acc** Ring
Defence 100
Magic def 0

NORTHERN GLACIER

Use the map to help you navigate the twisting glacial maze-work. You need to make your way to the red checkmark at the top.

HINT: Along the way, there are numerous opportunities to find special items on the differing paths and trails. When you reach the marked region  the map, you will need to use the Circle button  place markers  the snow  you walk in order to keep your sense of direction.

TIP: Move only when the blizzard stops momentarily. Stand still during the breeze, then reorient using the placed markers.

Once you clear this area, you will find yourself near a house. Enter and talk to the resident old

man. Head toward the northern end of the path from the house. Climb up the cliff, all the while keeping an eye on the body temperature gauge. Be sure to warm yourself using the square button while on ledges.

TIP: Maintain your body at about 18 degrees below climbing the next ledge.

TIP: The first cave you enter requires you to push a boulder out of the way in order to continue. Break all four stalactites from the ceiling in order to form a bridge to the exit of the second cave. The third cave has a Sub-Boss which must be defeated.

HINT: The left head weak vs. standard attacks, the right head weak

vs. magic attacks

As you arrive at the peak of the mountain, Tifa insists on joining you. You'll need to cross two energy barriers before you can reach **Sephiroth**. To cross the first, watch the energy pattern and run across as it subsides. The second is similar, however two oscillating energy barriers must be observed. Cross as the first subsides and the second beyond the crossing. Timing = everything.

Upon reaching Sephiroth, Tifa insists that another character holds the Black Materia. Either Barrett or XIII can do. Proceed through the third energy barrier and deal with Cloud's sudden flashback sequences.

Each of the three energy barriers has a pattern and is based on the one preceding it. The second and third energy barriers have the same basis as the first. Learn the basic pattern and you're through.



ESCAPE JUNCTION

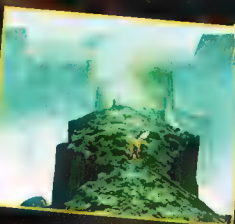
Barett and Tifa find themselves captive in Shinra Airbase, Junon. They are to be killed as public scapegoats. Cait Sith will come to Barett's aid as Tifa is put in the gas chamber for execution.

Barett and Cait Sith will have to leave Tifa behind for now and head for the upper area of the upper level. There you will find Yuffie who urges you toward the airport region. Make your way toward the airship.

The point of view switches to Tifa, who must escape her bonds. Use the buttons as instructed to maneuver the key from the floor into her mouth and then into the lock in order to free her.

Go to the upper-left corner of the room and find the switch which cancels out the gas. Search the chamber door. The sequence will follow, which provides Tifa with a means of escape. Climb out and head for the cannon.

As you reach the very tip of the cannon, Tifa will have a run-in with one of the Shinra executives (a real lady, to be sure). Quickly tap the Circle button to keep the upper hand doing the slapfest which follows. Eventually the airship will arrive and scoop up Tifa from the scene!



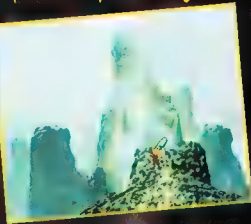
Talk to everyone on the bridge of the Airship. Talk to the pilot and take control of the ship. Head toward Mideel, located on a small island toward the southeastern corner of the world map.

You'll learn of Cloud's presence in the town after talking with some of the people. Tifa decides to stay behind with Cloud in the hospital here. Cid becomes the temporary party leader.

Head to the Mako reactor near North Core. Once there, exit out the bridge entrance and head for the Mako complex. Follow the instructions given as Cid attempts to control a hijacked train while chasing the Shinra convoy. Leap from one train to the other and fight your way up to the control car. This may be done in 10 minutes or less!

TIP: Avoid using some of the lengthy Summoning Materias! All that time spent on impressive spell-casting is a bad thing here!

If you manage to save Corel by stopping the train in time, you will get the Ultima Materia! Either way, once you have finished with this sequence, head off toward the Corneo Fort, located on the first continent's southwest region.



FORT CONDOR

Agree to the mission at the Condor Fort. Talk to the old man sitting at a table just inside the fort itself. Proceed up the ladder/stairs to the man looking out through the window. Tell him you are ready when you think you can tackle the mini-game ahead of you.

Once you have finished the mini-game, you will receive the Phoenix Summoning Materia from the condor egg remnants.



The minigame at Fort Condor tests your tactical wits.

Distribute defenders at the top of the tower, fighters in the middle, and attackers and shooters toward the enemy line. Play offensively, not giving the enemy a chance to advance.

WEAPON ATTACKS

Back in Mideel, talk to Tifa. "Weapon" will shortly attack the area, and you get to fight it! Tifa and Cloud are washed away into the Lifestream as a result of the attack. Have Tifa talk to each of the Clouds in sequence during the multiple-history dream sequence.

UNDERWATER REACTOR

Once everyone is back in the Airship, head for Junon. Talk to the guard standing in front of the elevator in the distance. He will allow you passage for go il.

Go through the airbase complex and toward an underpass (with the Shinra patrol group). It leads to the underground Mako reactor. You'll have to fight your way through the underwater complex until you encounter one of the Turks guarding the Huge Materia being loaded onto a red submarine. He'll drop a Sub-Boss in your lap as he leaves the sub.

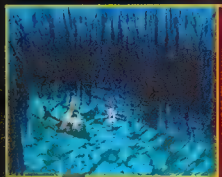
HINT: Use plenty of Lightning attacks on the Sub-Boss and make use of the Barrier spell. When he grabs your party members, be sure to concentrate fire on the arms in order to free them. In its grasp, they are as good as dead! Commandeer the far submarine and go after the red one. During the sub-battle minigame, concentrate entirely on the red sub, laying into it with every torpedo available. You need to sink the red sub in order to recover the Huge Materia within.

Once you have sunken your sub, return to your sub and return to its crash site to recover the Huge Materia.

TIP: You should also search for the Ancient Key while you are down here, to save time later.

TIP: Avoid "Weapon" as it scours the murky depths. Contact with it forces combat—which is most likely suicidal at this point!

HINT: There is also another optional submarine wreckage which contains many other useful artifacts.



Search underwater caverns carefully for hidden treasures!

LAUNCHED ROCKET

Upon arriving at the Rocket village, make your way toward the rocket platform itself. Prepare to battle the Turk named Rude who stands guard.

As you reach the control room, you will learn that a passcode must be entered to free the Huge Materia powering the rocket. As the rocket takes off and proceeds on its collision course with the Meteor, you must obtain the Huge Materia from its chamber. Use the code Circle, Square, X.

HUGE MATERIA

Once in the Airship, Red XIII will suggest a trip to Cosmo Canyon for some talk with Bugenhagen. Once there, Bugenhagen will explain how the Huge Materia works. Depending on your other gathered Materia at this point, you can use the Huge Materia to procure special, extra-powerful Materia. You can return to the observatory at anytime to redeem your other Materia against the Huge Materia which will be the result.

After this sequence is accomplished, head to the Shell Village (through the forest at the tip of the Bone Village, remember?).

Huge Materia requisites:
Blue: Bahamut & Neo Bahamut

Yellow: all 13 Command Materia at "master"

Red: all 16 Summoning Materia at "master"

Green: all 21 Spell Materia at "master" level

CONCRETE WEAPON

Once in the Shell Village, head to the left side caverns of the village. If you have not already done so (as was suggested earlier), you should have the Ancient Key from the underwater depths accessible with the submarine.

After a sequence occurs, Cait Sith will call informing the party of the latest news from Midgar City. Leave the Shell Village and head for Midgar.

Don't actually enter the city, simply stand outside on the northern shore region nearby. Await the coming of "Weapon." You'll have to fight it off in another direction. Be prepared!

TIP: It's weak vs. Lightning attacks and strong vs. Earth. Next head for the North Crater and sit through the sequence. Return to Midgar to stop Hojo.

BACK IN MIDGAR

Follow Cait Sith as you descend upon Midgar for yet more adventure in the dark city of Shinra's design. While in the underground train tunnels, you will be encountered by the Turks. You will have to fight them in order to follow the correct path to the cannon and thusly Hojo.

IMPORTANT TIP: Set up Barrier spells on the entire party as well as Regen and frequent Cures. If you have Fire Ring, equip Elena's attack generally based on Fire spells. Be sure to use supplemental Haste spells on the party and Slow on the Turks. If you don't set up the proper defensive measures against the Turks, you're toast!

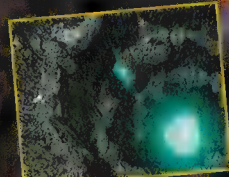
Once you have cleared past them, follow Cait Sith to the Sister Ray Cannon platform itself. Follow the steps and ladders up to Hojo's control array. Prepare to do battle with Hojo, as he shows off his new mutant form as a result of injecting himself with Jenova's cells!

HINT: Hojo has three forms, the second and third which are weak vs. Ultima! Use the Barrier and Haste spells on the entire party, or it's going to be very difficult to get past the last form!

END OF DISC TWO!

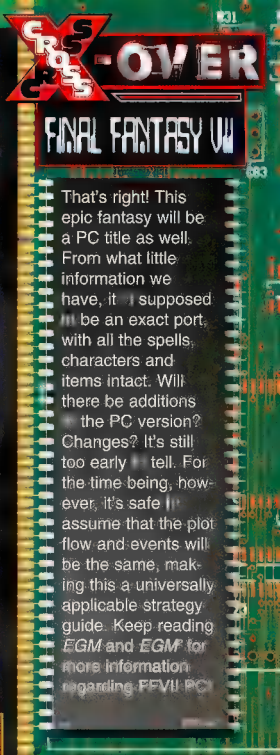


First you must find your way out the Midgar underground.



SEPHIROTH

From here, the party must descend into the North Crater to do battle with Sephiroth himself. In order to do so, a complex twist of caverns awaits you! As you confront Sephiroth himself, you will have the option of rotating characters in and out of the battle party each round. However, if your core characters are sound, there is very little reason to do so.



That's right! This epic fantasy will be a PC title as well. From what little information we have, it is supposed to be an exact port with all the spells, characters and items intact. Will there be additions to the PC version? Changes? It's still too early to tell. For the time being, however, it's safe to assume that the plot flow and events will be the same, making this a universally applicable strategy guide. Keep reading *EGM* and *EGM* for more information regarding FFVII PC.

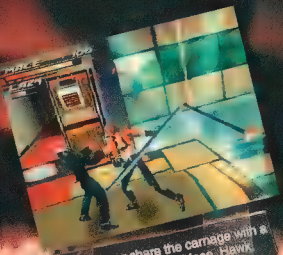
EIDOS
INTERACTIVE

You've been warned.

GORE



Go play in traffic. Use oncoming cars to turn hoodlums into hood ornaments.



Fight alone or share the carnage with a buddy. Mix it up with Mace, Hawk, Smasher & Alani.



There's no ring, no referee and no "below the belt" calls. Hellas, meet Mr. Knee.



**"LOOK BOTH WAYS
BEFORE CROSSING THE
STREET. THEY USUALLY
ATTACK IN PAIRS."**

- Hawk Manson

YOU WANNA FIGHT?

TAKE IT OUTSIDE. BECAUSE THIS BATTLE IS TOO BIG FOR SOME SKINNY

**ASS ARENA. 4 KILLER CHARACTERS. DOZENS OF BRUTAL WEAPONS. TONS OF CRUSHING
MOVES. AND VICIOUS 3D ACTION THAT GOES SO FAST, THERE'S ONLY TIME TO REMEMBER HALF THE
GOLDEN RULE.**

**SO BY ANY AND ALL MEANS, DO UNTO OTHERS. BECAUSE IN YOUR HANDS, ALMOST
ANYTHING CAN BECOME A WEAPON. JUST REMEMBER TO WASH THEM AFTERWARDS.**



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Clock Tower



system: **PlayStation**
publisher: **ASCII**
developer: **Human**

strategy talk

OK, now that my pulse rate has slowed down a little bit, I can tell you about this new fright fest. Clock Tower will remind you of Resident Evil when you first start to play it. The game has a very dark feel and gives the mystery aspect a jump-start. However, the few heart-stoppers in RE pale in comparison to those in CT. Believe me, there'll be many times when you will be afraid. And yes, I don't mean the "Oh-look-there's-a-zombie" scared, I mean the "AHHHHHHH!!!" scared.

The control is pretty simple and should be picked up quickly. There are 10 different endings with an 11th secret one. This means there's an enormous amount of gameplay. Discovering the requirements for each ending can be a little tricky. This guide will help you get them all.

In any case, gamers should get ready to have their hearts burst from their chests, thanks to this adventure thriller.

—Scott "ConAir"
Augustyn

strat-stats

time to complete:
4 hours for the first ending

challenge: **moderate**
best place to play:
in a quiet room,
with the lights
off, and surround
sound is king

EGM

CLOCK TOWER



Clock Tower continues the heart-pumping action that Resident Evil started in all of us.

HINTS ABOUND

As you go through the game, CHECK EVERYTHING THAT YOU CAN! There are hints scattered all over the game and you will have to play through as both characters to find all of them. These hints give you clues on how to get all of the endings and what requirements you need to fulfill.

DANGER TAPS

Getting caught by the Scissorman is a bummer. You do have a chance to get out of his clutches though. Your cursor will start flashing red and blue which means you are close to death. DON'T GIVE UP THOUGH. Start tapping madly around you (and even on him in some cases) to perform some miraculous feat and cheat death...for a little while at least.



MULTIPLE TAPS

Sometimes the amount of taps that you do to a person or an item can change the way that it impacts the story. For example, the number of times that you talk to Harris at the beginning will change which character you play as. Tap once and you will be Helen. Tap twice and you will play as Jennifer. Tapping as much as you can is generally the better way to go about things though.



Scenario 1

UNIVERSITY BUILDING FLOOR 1

First thing you do is grab the oil can in the left shelf. You will need this in the end of the game.



STORAGE ROOM



BATHROOM

Use this room to dodge the Scissorman.



ELEVATOR

This is a good way to dodge the Scissorman, but a bad way to find him.



SECURITY ROOM

You need to get the ladder key off of the table.

IF YOU PLAY AS HELEN: Talk to Rose twice and turn off the lights. Answer the door when you are awakened and escape from Scissorman. Then, walk to the third floor and go all the way to the right. Enter the computer room and head to the far-right table to get the pliers. Next, go to the second floor and walk to the room on the far right again. Check the lockers in the second room and grab the flashlight. Then, head to the security room on the first floor and get the storage room key on the table. Then traverse to the storage room and use the pliers on the door. Now use the storage key on the door.

WILD 9

COLONEL KRAGG

LOYAL
KARN'S INFANTRY BATTALION
SURVIVED BY HIS BELOVED ATTACK DOG, TANK

R.I.G.



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Scenario 2

RICK'S HOUSE - FLOOR 1

A



KITCHEN

Examine the mask on the wall. Then, pick up the vase and throw it at the mask.

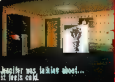
B

LAUNDRY ROOM



Check the box that is hanging on the wall to receive the powdered soap.

C



BEDROOM

Go up the stairs and enter the room back and to the right. Check the closet to get the statue.

D

Go out this door and use the detergent on the dog.

D

C

A



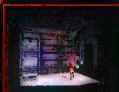
IF YOU PLAY AS GOTTS:

It is a little bit easier to play as Gotts than as Nolan. First, you have to go upstairs and go to the room on the far left. Get the devil statue off

the table and check the picture on the wall. Then, go down to the laundry room and get the detergent. Use the patio door to escape and hit the seemingly nice dog with the detergent to subdue it.

Scenario 3

BARROWS CASTLE - FLOOR 1



LIBRARY

This is the first room you start in. After you escape from the Scissorman, come back here and check the left bookshelf for a note.

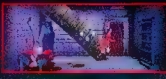


PRIEST'S ROOM

In here you must check the priest's robes twice. There, you will find a key to the ladder in the torture room.

TORTURE ROOM

Talk to Gotts. Pick up the candle. Use the key on the lock for the ladder.



CHAPEL

In the chapel, you must pluck the astronomical plate off of the wall. Then exit using the door in the back.



UP TO THIS POINT



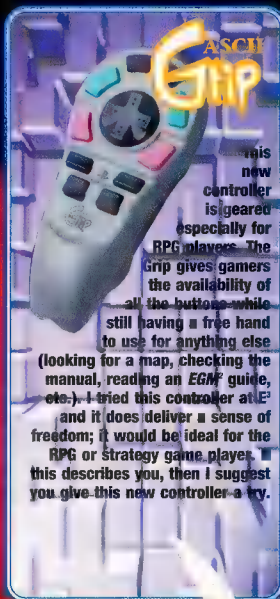
OIL CAN

The oil can is imperative in the last scenario. It is located at the beginning of the game in the university. Retrieve it before you leave the building.



FOREIGN NOTE

The note is also very important. You must get to the courtyard quickly and show Prof. Barton this note before he is killed. If you miss him, then you will not be able to get the spell and will be unable to get the best ending.



This new controller is geared especially for RPG players. The Grip gives gamers the availability of all the buttons while still having a free hand to use for anything else (looking for a map, checking the manual, reading an EGM guide, etc.). I tried this controller at E3 and it does deliver a sense of freedom; it would be ideal for the RPG or strategy game player. If this describes you, then I suggest you give this new controller a try.



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Scenario 3

BARROWS CASTLE - PART 2



COURTYARD

- A** When you get to this level, run here first and give Prof. Barton the foreign letter. This will give you the much-needed Door spell.



MASTER BEDROOM

- Check the paper in between the beds. Then check the table in the left corner three times to get the library key.



SERVANT'S ROOM

- Check the bed twice to get the copper book. You will need this in the library.



STORE ROOM

- You will hear a sound. Check the wine racks twice.

- E** Open the coffin. Get the key. Pick up the rope from the shelf. Use the rope on the door. Use the key on the box. Open the box.

- F** Use the ledge outside to get into this room. Talk to Nolan then head out.

- G** Check the box on top of the book shelf. Use the chair to get the box. Come back later and use the copper book on the left book shelf. Go down the tunnel with the top symbol on the astronomical plate.

- H** Check the portrait to receive a map from behind the picture of Quentin Barrows.

- I** Go back here to get the matches from Tim the cameraman.

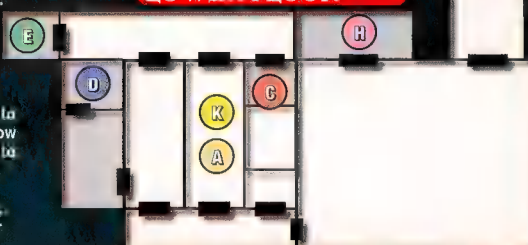
- J** Check the fireplace once. Then use the candle on the candlestick, and the matches on the candle.

- K** Flip the valve on the second to right tree. Follow the path down to the end. When Scissorman grabs you, use the dagger on him.

UPPER FLOOR



LOWER FLOOR



5 DIFFERENT ENDINGS - NO TIME TO SPARE...

What I have showed you here is the best ending for Jennifer. I also gave you some hints on playing as Helen. What I will give you now is the remaining requirements to get the other endings: 10 total.

JENNIFER'S ENDINGS

To get her "B" ending, you must play it the same as explained above, but get sucked in with the Scissorman at the end.

To get her "C" ending, you must confirm that Helen and Nolan are alive but don't get the Door spell from Prof. Barton.

To get her "D" ending, you must not find out that Helen and Nolan are alive and you must not have the Door spell.



Jennifer's "A" Ending



Helen's "B" Ending

HELEN'S ENDINGS

To get her "A" ending, you must do some things similar to Jennifer's ending, but with some changes. Be quick like Jennifer though.

To get her "C" ending, you must go to the underground cave without having the Door spell.

To get her "B" ending, you must let Jennifer die in the Chapel.

To get her "D" ending, you must go to the Torture room and meet Prof. Barton without having found the Door spell.

E To get the "E" endings for each, you must not find the devil statue in Scenario 2. Each ending will release certain options. After you get all the endings, the game should change a little bit. Play it again to see!

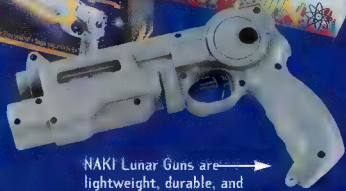
Let's See Your Joystick Do this!

Finally, there's violence on T.V. worth getting excited about. That's because NAKI's new Red Sight Laser Target System gives you total shooting control. Blow away enemies cowering behind obstacles, pick out terrorists without killing hostages — any time the situation demands pinpoint accuracy, you've gotta power up the Red Sight Laser. There's simply no alternative.

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Red Sight Laser Target System shown with Lunar Gun for Sony PlayStation (attaches to any NAKI Lunar Gun).



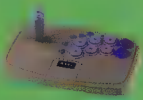
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Wireless Pro Controller



Pro Fighter 8



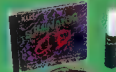
Wireless PSR-2



Memory Cards (1MB, 8MB)



RF Switch



CD Cleaner System

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Tetrisphere



strategy talk

Other than the basic block shapes and the goal—to destroy stacks of bricks—Tetrisphere seems to have little in common with the original Tetris puzzle game.

In fact, Tetrisphere probably has more in common with a Tootsie Roll Pop: How many licks does it take to get to the center?

But rather than use a tongue to get to the center, you use blocks that drop on the sphere to clear out the layers (the exact process is described at right).

Tetrisphere boasts lots of other playing modes, such as a Puzzle Mode (eliminate all the blocks in a set number of moves) and a Hide-and-Seek Mode (sort of a Story Mode with robots hidden within the spheres).

Most of the fun of this game, much like Tetris and Tetris Attack, lies in the split-screen Two-Player Mode, which offers three different ways to win (or lose, depending on your point of view): clear blocks, lose hearts or run out of moves/time.

—Nelson "Air Force One" Taruc

strat-stals

time to complete:

It'll take you a while longer:

it gets tough later on beats Tetris 2?

by a mile beats Tetris Attack?

not in my opinion fave N64 pad color:

blue rules over all!

first hands-on strategy for beginning players



Playing in a nutshell:

- 1) Your cursor will turn into the shape of the block you'll drop next.
- 2) Group similarly shaped blocks on your sphere together, so the sides are fully flush with each other.
- 3) Drop the block on or next to the blocks in that group on your sphere to destroy the entire group!



the basic stuff

In the Hide-and-Seek play Mode, the goal is to uncover enough of an inner sphere to reveal a hidden robot.

what's going on?



Hearts: Make three mistakes and you'll die.

Wild Card Piece: You can drop it over whatever shape you need to clear.

Combo Multiplier: Can reach up to 10x for max points.

Magic Power-up: Use it to blow up lots of bricks at once.

danger ahead!

Seeking the ultimate two-player battle? Use six block shapes rather than three.



Crystal blocks (ones that look like Legos™) can turn into Power Blocks or be destroyed if they're in the way.



the combo theories

While quick block removal may help you survive, only combos will help you dominate.

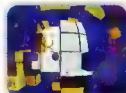
Combo strength depends on how many blocks you destroy during one drop. If it's less than 20, you'll see some blocks turn into glowing **Power Blocks** (example at right). These blocks blow up slower, and so can be moved to trigger other combos.

If a combo is larger than 20 blocks, you can win a Magic Power-up: a bomb, a firewall or TNT that blows up lots of bricks.

Gravity Combos

One tough but killer combo to master is shown at right. It works when a block from a higher level drops to a lower one, triggering another combo. However, to make it work requires

plenty of planning and lots of vision. It helps to have a huge hole in the sphere and a speedy cursor to move blocks.



the seven droids...

Tetrisphere features seven robots to choose from before playing. Each robot performs just slightly different based on these two factors:

■ **Speed:** Determines how fast the cursor moves on screen.

■ **Power:** Factors into how much damage its combo attacks can create.

gear

7.25 4
speed power

gyro

3 7.25
speed power

jak

5 6.5
speed power

rocket

3 3.5
speed power

stomp

4 8
speed power

turbine

6.5 5
speed power

wheels

5.75 5.75
speed power

dos and don'ts

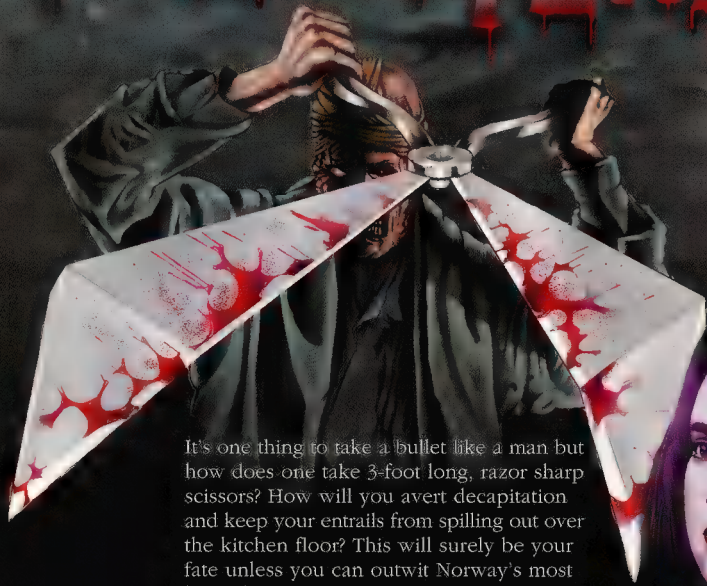


Don't save power-ups for too long. If you lose a heart, you lose any item held in reserve. Double whammy!



Think big! Organize like pieces and save for future combos.

SHEAR TERROR



It's one thing to take a bullet like a man but how does one take 3-foot long, razor sharp scissors? How will you avert decapitation and keep your entrails from spilling out over the kitchen floor? This will surely be your fate unless you can outwit Norway's most lethal killer—Scissorman. You'll have to become a master of stealth and deception to avoid being cut to ribbons in this blood-soaked horror adventure.

- Five playable characters and ten different endings for super-extended replay value.
- Amazingly detailed, horrific graphics and special effects.
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So grab your copy of Clock Tower™, turn out the lights, and prey.

CLOCK TOWER™

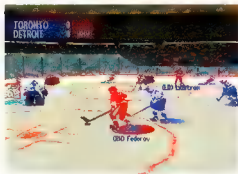


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sweat the details

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Felony 1179



system publisher developer
PlayStation
ASCII Ent.
Climax

strategy talk

With a fantastic decision to bring the Japanese classic Runabout to the States, ASCII Ent. may very well have the smash sleeper hit of the year on their hands. First and foremost, let me please state that this game ROCKS! Any game that lets you drive an F1 machine on an expressway, weaving through toll booths and heavy traffic, gets an A+ in my book.

Even though the idea of specific mission objectives for each stage seemed cool, I was admittedly a little concerned that the aspect of control might be forgotten in the process. Well, my concerns were soon abated. Each vehicle controls exactly how it should, from the sluggish awkwardness of the Bus to the precise cornering abilities of the Formula One.

No matter what your fancy is—whether it be racing or action—Felony 1179 doesn't disappoint.

—Tim "Austin Powers" Davis

Horsepower:
Torque:
Length:
Weight:
Fuel:
Integrity:

DRM

Top Speed: 121 mph

The DRM (or Dodge RAM) is one of the four vehicles that you start with at the beginning of the game, and remains as one of the premier trucks a choice for causing havoc on the expressway.

This Bolivian performance coupe (BMW) is only available with an automatic transmission, but is the fastest of the available vehicles at the start of the game with respectable handling to boot!

Top Speed: 128 mph



Horsepower:
Torque:
Length:
Weight:
Fuel:
Integrity:



CAR CLASSES

Felony offers a wide variety of vehicles to choose from, however most of them fall under one of three types of categories. First are the vehicles that accelerate quickly and have a respectable top speed, but handle poorly and cannot sustain much damage (i.e., VPR, DBL, NSR, etc.). The second group is just the opposite (although the handling aspect is variable), such as the DTK and GTK. The third group contains a wide assortment of novelty vehicles, which may be fun to drive, but are in reality practically useless as far as gameplay is concerned (i.e., the TNK, ROC, SSP). With 22 different modes of transportation to choose from, you'll no doubt soon find the one(s) that tailor to your driving style the best.



FELONY 1179

At the debriefing of each mission in Felony, you're given multiple level objectives to complete as well as a finish line to cross within the time allowed. However, how you decide to race each level is completely up to you. In a nutshell, you'll want to race each course four different times to obtain all the vehicles in the game, giving you 12 different missions instead of just the normal three. To learn how, read on...

SO YOU WANNA BREAK THE LAW?

At first the complexity of each mission in Felony can seem a little overwhelming, but don't fret, there are ways of preparing for each stage. First, make a mental note of the mission objectives in each level and just race through it. Don't worry about time or damage inflicted on your vehicle, you'll have time to practice that later. One aspect of Felony you'll soon catch on to is that every object, vehicle and whatnot in the game is assigned to a specific pattern. For example, a car that you pass around a bend of a turn in a certain level will appear in the same spot the next time around. Once you learn the pattern to each level, beating the times and records is easy.



VES

Horsepower:
Torque:
Length:
Weight:
Fuel:
Integrity:

Top Speed: 63 mph

The Vespa is a little joke at first, but it's actually the essential piece of equipment you'll need for those non-damaging speed runs. Also, this little guy can access many places many of the big guys can't.

This British subcompact car is also available at the beginning of the game, but with the exception of good handling, it falls miserably in every other category. Pass this one up.

Horsepower:
Torque:
Length:
Weight:
Fuel:
Integrity:

Top Speed: 92 mph



MINI

strat-stats

time to complete:
2-3 hours
challenge:
moderate
musical band in game:
surf coasters
favorite vehicle:
FML
controller recommendation:
neGcon all the way



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Horsepower:
Torque:
Length:
Weight:
Fuel:
Integrity:

CIV



The CIV (or Civic) you'll receive successfully completing the Downtown area. Like the MIN, it doesn't excel at anything except for overall handling.

Top Speed: 121 mph

Along with the CIV, you'll also receive this exotic NSX look-alike, the NSR. Its acceleration and top speed are the best yet, unfortunately control is not a part of this car's formula.

Top Speed: 160 mph

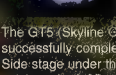


NSR

Horsepower:
Torque:
Length:
Weight:
Fuel:
Integrity:

GT5

Horsepower:
Torque:
Length:
Weight:
Fuel:
Integrity:



The GT5 (Skyline GT-R) you'll receive when you successfully complete the objective in the Sea Side stage under the time allowed. Though not as quick as the NSR, handling is much improved.

Top Speed: 150 mph

DOWNTOWN



For the quickest and least damaging path to the finish, race all the way down to (1). Round the corner and pick up the first dynamite item. Make a right and cross the intersection to (2). Make a left around this corner and floor it down to the second stick of dynamite. Pick it up and make a left and then a quick right again to the third item. You'll take a little damage, but go ahead and smash through the mall directly ahead of you and make a quick right (3) to the fourth item. Now make your way south across the four-way intersection to the last item (4). If you have the scooter you can take a shortcut just east of the last item. Just past the mansion and gas station, make a right and drive around the hotel. You could drive right through it, and maybe save a second or two, but you'll receive more damage than it's worth. When you see the Y intersection, make a left through the barricades if you're not that great at dodging traffic.

You'll need to cause at least \$1 million worth of destruction to receive the VPR car in this stage. The most effective route is the one through Chinatown. Except at the start, back up into the jewelry shop that you just busted your way out of and collect the cases at the western part of the store for a quick start. Keep a look out for police and taxi cars—they'll shell out \$30,000-\$50,000 a piece. Hit the bus parked outside the south side of the apartments (1) and at the end on the left side of the street (3). The Y intersection has plenty of traffic for you to smash into when you take the right street (2). Your good of DRM truck works best performing this task due to its good body integrity and decent handling/top speed.



KEY

Blue Dot..... Quickest Path
Red Dot..... Damaging Path
Shortcut (s).....
Mission Objective(s).....
Gas Stations.....



When you're trying to rack as much money as possible in damage quotes, you can get a head start at the beginning of the track—throw the car into reverse and back track to the jewelry store that you busted out from. In there you'll find about four display cases containing stuff worth approx. \$350,000!

This Bus is selectable when you acquire the "Golden Wing" and complete the Sea Side stage. Its body integrity is the best thus far, although its turn radius makes usage limited at best.

Top Speed: 111 mph



BUS

Horsepower:
Torque:
Length:
Weight:
Fuel:
Integrity:

DTK



When you successfully clear the Pans stage, the DTK (or Dump Truck) yours. This sucker can outsmash anything you've seen so far and has a good top speed.

Top Speed: 110 mph

Horsepower:
Torque:
Length:
Weight:
Fuel:
Integrity:

To avoid being rammed or shot at by the pursuing police officer, make your way over the oncoming lane and he'll eventually stop just after he passes you. (You can take him out before he chases you by smashing into his car that's parked in the western pool in Michael's yard.)



Top Speed: 109 mph

The LIM (or Limousine) also becomes available when you complete the Pans level. The damage it inflicts is good, as its top speed. Now about that turn radius.



LIM

Horsepower:
Torque:
Length:
Weight:
Fuel:
Integrity:

need ammo?

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The PCS (or RX7) will become yours when you complete the Downtown stage with a total time under four minutes. Pick the NSR over this car. It's faster and more stable in corners.

Horsepower:
Torque:
Length:
Weight:
Fuel:
Integrity:

PCS

GT1

Horsepower:
Torque:
Length:
Weight:
Fuel:
Integrity:

The GT1 (Supra Rally) must be driven a dirt track so it won't overpower you in tight turns. To get it, you'll need to clear the Sea Side track in under four minutes.

Top Speed: 184 mph

Top Speed: 161 mph

This Countach look-alike called the DBL (Diable?) is available to you when you clear the Paris stage under four minutes and under the time left from the phone booth.

Horsepower:
Torque:
Length:
Weight:
Fuel:
Integrity:

DBL

SEA SIDE



KEY
Blue Dot..... Quickest Path
Red Dot..... Damaging Path
Shortcut(s).....
Mission Objective(s).....
Gas Stations.....

Right from the start, give it everything you've got until you hit the police speed trap (1 and below). When you arrive at the toll booth (2), take any one of the left three lanes to avoid heavy traffic. On the opposite side of the congested suburban side street, you'll find a beach that's fenced in. Drive through the fence (3) and down the shoreline and keep your eyes peeled for the position of the folding bridge ahead. If it's at least at a 45-degree angle, you can jump it and save some time. You won't meet up with your limo objective until you pass the first exit ramp, if you're running on time; so take the second one you come to (5). Now make your way to the left and back on the main road. To the left, you'll see an open sewer that's fenced in. Break through it and drive down the sewer (7) avoiding the occasional center wall barrier (you won't want to drive in the center anyway due to lack of traction) to the very end.



If you're looking to cause some serious damage, take the DRM or DTK out to (1) hitting tankers and flatbed semis all the way. In that barricaded area are four crates that will give you \$100,000 each. Be careful though, as you'll have to navigate through some explosives to reach them. Nail the ambulance (talk about sadistic) at (3) and the ones at the scenes of accidents (5) for some big-time dough. Since the lanes on the right contain the most traffic (not to mention police cars) that's exactly where you want to be. Just remember that ambulances, tankers, buses and police cars give you the most cash and you'll rack up 2.5 million in no time.



PUNCH IT!



At the start of the course, put the pedal to the metal. A couple hundred yards after the first major left turn lies a speed trap which monitors your progress. If your vehicle can achieve at least 65-70 mph over the limit, you'll get the GTK as an extra bonus!

The traffic in the toll booths is always the same every time you approach them (What is this, the Twilight Zone?) Depending on your mission objective (damage vs. time), you'll want to enter the booths in different ways. The lanes on the right are always filled with tankers and long freighters while the ones on the left, though barricaded off, are much quicker.



Horsepower:
Torque:
Length:
Weight:
Fuel:
Integrity:

VPR



To receive this VPR (Viper GT5), you must cause at least \$1 million worth of damage in the Downtown area (The DRM does this well) and finish the stage.

Top Speed: 172 mph

This great-handling ELS (Lotus Elise) becomes available when you inflict at least \$2.5 million in damage in the Sea Side stage. (Hint: Back into a couple \$100,000 crates at the start.)

Top Speed: 135 mph



ELS

Horsepower:
Torque:
Length:
Weight:
Fuel:
Integrity:

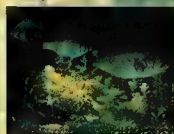
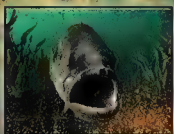
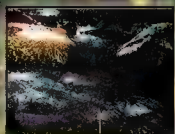
360

Horsepower:
Torque:
Length:
Weight:
Fuel:
Integrity:



The French-built 360 is yours when you cause at least \$2.5 million damage in the Paris level. This car is a joke when you really think of what you had to do to get it, but if you must have all the vehicles...

Top Speed: 63 mph



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Horsepower:
Torque:
Length:
Weight:
Fuel:
Integrity:

GTK



This slow-accelerating GTK (Garbage Truck) is yours when you are clocked breaking the speed limit in the Sea Side stage by at least 65-79 mph.

Top Speed: 100 mph

Top Speed: 73 mph

The SSP (Street Sweeper) handles (or lack thereof) just like one should. Although it's sure to attract attention, the SSP is really more a novelty than anything else.



SSP

Horsepower:
Torque:
Length:
Weight:
Fuel:
Integrity:

FML

Horsepower:
Torque:
Length:
Weight:
Fuel:
Integrity:

Yes! Now this the vehicle of choice! Speed-timed missions are no problem with this 700HP monster. To obtain, you must complete the Downtown area without any (\$0) damage.

Top Speed: 212 mph

PARIS AREA

If your car has respectable handling, take the first side street you come to (1) to avoid unnecessary traffic. Now here's where it gets tricky. Depending on what booth you hit (see yellow dots), your total time limit will differ. If you're not too great at navigating through traffic, go ahead and nail the western booth and smash through the barricades and take the subway route (see below). Otherwise make your way to the east booth, you'll receive less time on the ticker but your total time should be less also. Don't bother trying to navigate the suburbs, instead take the subway (2) all the way north to the Erasmus Pass and collect the Silver Staff. To shave off even more time, crash through (or drive around) the billboards (3) that start the turnpike and head left. (That's right, I said left!) This will lead you to a tiny (but, drivable) tunnel located just under the overpass on your right. If your vehicle is small enough you can pass through to the lake on the other side! If you can navigate this course within four minutes (as with the rest), you'll receive an extra car.

You'll have to rack up about \$2.5 million in damage estimates to obtain the TNK here, but it's really not as hard as you might think. First of all, make it a priority to crash both subways (1-2), you come across (they'll reward you with a huge \$1 million bonus each!) and single out four buses, police cars and the like. The shopping center will also reward you handsomely for giving it a good thrashing.



Depending on which of the three telephone booths you hit, you'll receive either 300, 250, or 200 seconds on the stopwatch respectively. The closer the booth is to the beginning, the more time it contains.



If you're looking to cause about \$2.5 million worth of damage to the city of Paris (and these days, who isn't?), make a point of tagging both underground subway trains located in the city as they'll reward you with \$1 million a piece! When exiting the subway, if your vehicle is more-susceptible to damage than most, take past the terminals to a small service exit at the end.

This highly modified police car, the PLC, has blinding acceleration and can withstand more damage than an FML, but handling suffers. Finish the Sea Side with no damage (\$0) and it's yours.

Horsepower:
Torque:
Length:
Weight:
Fuel:
Integrity:

PLC

TNK

Horsepower:
Torque:
Length:
Weight:
Fuel:
Integrity:

The TNK (Tank) is great to take care for a spin, but just don't expect to complete any missions with it. To obtain it you must finish Paris without any damage caused.

Top Speed: 35 (?) mph



Just past the Flecha Rouge is the Shopping Center where a helicopter awaits your arrival. The center itself holds a hidden playable RC car in a far-left display case in the building. You must have either the scooter to go past the center without causing any damage or passage to the far right.

Top Speed: 46 mph Like the Scooter, this RC car (RC) can go just about anywhere. (Hint, hint...) You'll find it in a novelty display case in the Shopping Center store at the end of the Paris stage.

Horsepower:
Torque:
Length:
Weight:
Fuel:
Integrity:

RCC

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Battlezone 4th Ill	NOW	\$19	Lunch Money	NOW	\$15
Car Wars Deluxe	NOW	\$21	Mystical Circle	NOW	\$35
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Empire Builder	NOW	\$25	Rally Rally	NOW	\$19
Empire Builder	NOW	\$25	Settlers of Catan	NOW	\$25
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Title	Release	Price	Title	Release	Price
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Battlezone BPers	NOW	\$2	MTG Mirage 3D	NOW	\$8
Battlezone Starter	NOW	\$8	MTG Tempest BP	NOW	\$2
Dr Who Starter	NOW	\$2	MTG Tempest 3D	NOW	\$8
Dr Who Starter	NOW	\$8	MTG Weatherlight	NOW	\$8
Great Daimon	NOW	\$8	Star Trek Starter	NOW	\$5
MTG 5th Ed BP	NOW	\$2	Star Wars Starter	NOW	\$2
MTG 5th Ed GP	NOW	\$2	X-Files Starter	NOW	\$2
MTG Chronicles BP	NOW	\$1	X-Files Starter	NOW	\$1

MAGIC THE GATHERING: BATTLEMAGE

A devastating planewalker war rages across the continent of Concordor. Ravide has gone insane from grief and betrayal, seeking the destruction of all other planewalkers and the conquest of land itself.

Release Date: NOW PSX \$50

'STAR FOX 64' Take command of a high-performance Arwing, tank or submersible as you fight to save the Lycat Star System from the disastrous hands of the evil ape emperor, Andross.

Release Date: NOW N64 \$64

'LETHAL ENFORCERS 1 & 2' puts gamers in the heat of the big city fighting crime or against the roughest, toughest gunfighters the old west has to offer. Two complete arcade games on one CD!

Release Date: NOW PSX \$46

'MARVEL SUPER HEROES: WAR OF THE GEMS' Choose your favorite Marvel characters and battle Thanos, the most dangerous villain in the Marvel Universe!

Release Date: NOW SNES \$54 SAT \$52 PSX \$52

'SHINING THE HOLY ARK' You play Arthur, a mercenary sword fighter, sent with his companions, in a cursed mine to capture the evil ninja Ryo. You encounter malicious monsters, haunted forests and three rides, if answered correctly, uncover three sacred treasures.

Release Date: NOW SAT \$46

'SYNDICATE WARS' Your trench coat enforsers break into a room, venturing any opposition and 'persuading' useful people to join the Syndicate. Alien artifacts are found, and the Church of the New Epoch rises against the system. No matter which side you are on, it will take all that you are to take and retain control.

Release Date: NOW PSX \$44

'STAR TREK FLEET ACADEMY' Before Captain Kirk, Commander Chekov and Captain Spock were legends, they were cadets at the most celebrated school in the universe, the Star Fleet Academy. Test your ingenuity, leadership and courage and determine if you have what it takes to graduate 'let in your class'.

Release Date: NOW PC CD \$55

'ALBERT ODYSSEY' Legend of Eldon, Masquarade of the Impostor. In this fantasy role playing game, there are up to five characters in your party, you never know what's going to happen. The only way to find out is to play it through.

Release Date: NOW SAT \$52

'AXIS & ALLIES' Decide the fate of a nation and the destiny of the world. The Balkans have fallen, Pearl Harbor has been attacked, Wake Island is in Japanese hands and Rommel has the British on the run!

Release Date: NOW BG \$33

'MAGIC THE GATHERING 3rd EDITION' This deck contains 60 tradable game cards, randomly assorted, plus a rule book. Each player must have a deck. This deck may be enhanced with more cards in booster packs.

Release Date: NOW CG \$7

'STAR WARS' This roleplaying game plunges you into the blockbuster, thrills and pulse-pounding excitement of the greatest space fantasy of all time! Face overwhelming odds and impossible challenges. May the force be with you!

Release Date: NOW RPG \$21

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\$1.00	\$2.00	\$1.00	\$2.00	\$2.00	\$2.00	\$2.00	\$2.00



system: PlayStation
publisher: Sony Comp. Ent.
developer: Sony Comp. Ent.

strategy talk

If there's one aspect of MLB 98 that the game's producers want to point out, it's that this is no mere upgrade of MLB Pennant Race '97—it's a brand-new title.

Right off the bat, you'll see that the Pitching and Batting Pop-up Menu Screens have been dropped. Replacing it are less obtrusive menus (that look surprisingly similar to Triple Play 98's setup, by the way). As a result, the pace of the game moves much faster than last year.

On the field, you'll see lots of new animations, such as players diving into stands to catch balls and new slides. With these new moves, the animation looks more in sync with the action on the field compared to last year's game. (Meaning no more "magical" fly ball catches!)

Hopefully, the tips on the following two pages will bring you up to speed on the game mechanics—especially with reading pitches—and help you build your own baseball lineup.

—Ron "Up in Smoke" Marciniak

strat-stats

best batter:

Mo Vaughn

best lineup:

Orioles

worst feature:

HomeRun Derby

coolest two teams:

the Cubs and the Sox

cool license plate:

SAY AHH 7



If your batter doesn't hit the ball during a hit-and-run, make sure you send your runners back to base to avoid an easy out.

With a man on first, the bunt will allow you to advance the runner and put him in a scoring position. It can work if the infield is playing deep.

When playing on Rookie, you should slug away at bat. But, as you increase the difficulty of the game, you'll have to use bunts, hit-and-runs even sacrifice flies if you want to score any runs.

"A lot of the lineups, they have a crappy pitching staff. They will get depleted, so you have to throw more meaty pitches. The Dodgers are so deep in pitching; it's a huge advantage."

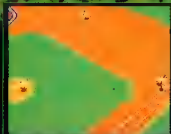
—MLB 98 Assistant Producer
C.J. Conroy

1st Inning		2nd Inning		3rd Inning		4th Inning		5th Inning		6th Inning		7th Inning		8th Inning		9th Inning	
Runs	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Hits	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Errors	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	

The faster players in the game can steal very easily. Also, be careful with the dive, because if you miss the ball, you'll allow the runners free bases.



Pitching



When aiming your pitch, always move the cursor in an unpredictable path. Also, keep it moving until it leaves the screen.

Holding down X to put speed on the pitch will wear your hurler out quicker. Make sure you use the roster to check your pitcher's energy level.

It is smart to try to throw out runners who are leading off, because you will occasionally pick them off—more than in other games!

Because your opponent can see where you are aiming, it is important that you pitch both balls and strikes to keep them guessing. For instance, you can keep aiming at one spot in the strike zone and throw sliders, curves or sinkers for balls. If your opponent chases these pitches, then cool, but if you find them looking, hit 'em with some heat for an easy strike.

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Shows where the ball was aimed.

Strikes that look like balls.

Balls that look like strikes.

Curve Ball

Every curve ball will always curve in only one direction and drop slightly. For a left curve, simply look at this image in a mirror.

Fast Ball

The fastball crosses the plate exactly where you aim. Try working the corners of the strike zone, and occasionally throw heat down the middle.

Change-Up

The fastball and change-up look the same, so throw a few fastballs and then hit 'em with the change-up. The drop in speed will produce strikes.

Slider

The slider and curve are similar in that they only curve in one direction; however, unlike the curve, the slider doesn't drop.

Sinker

The sinker is like the slider, but it drops straight down instead of moving to the side. Combine this pitch with the curve ball to keep people guessing.

Screw Ball

The screwball and the slider work the same; however, the screwball will be thrown slightly above the spot where you aimed the pitch.

Fork Ball

The fork ball and curve are almost the same, but the fork ball drops more than it curves. So it's a waste to have pitchers who can throw both pitches.

Knuckle Ball

This pitch doesn't cross the plate in a consistent pattern; therefore, it is the best pitch in the game. The pattern shown here is the one most commonly seen.

"Say you're the Dodgers. They don't have a lot of left-handed hitters. So you say, 'OK, I'm going to create a left-handed power hitter and put him in left field for a weak right hander.' Bam! Get him out of there; put your left-handed hitter in there, and you're in business."

—MLB 98 Assistant Producer C.J. Conroy

Creating New Players

Here's what we feel are the best stats for the given positions and batting order.

1: Short 2: Second 3: First

Position	Power	Speed	Control	Arm	Fielding	Defense
Short	85	75	85	85	85	85
Second	85	75	85	85	85	85
First	85	75	85	85	85	85

4: Catcher 5: Third 6: Left

Position	Power	Speed	Control	Arm	Fielding	Defense
Catcher	85	75	85	85	85	85
Third	85	75	85	85	85	85
Left	85	75	85	85	85	85

7: Right 8: Center 9: Pitcher

Position	Power	Speed	Control	Arm	Fielding	Defense
Right	85	75	85	85	85	85
Center	85	75	85	85	85	85
Pitcher	85	75	85	85	85	85

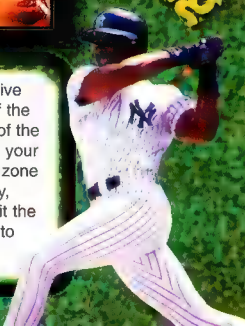
Batting

If you find yourself constantly hitting the ball to one side of the field, remember that right-handed batters will pull the ball to the left if you swing early, and to the right if you swing late—vice versa for lefties.

When batting, pay attention to the yellow box that appears because this is the exact location of the pitch. You'll hit pop flies if you aim below this yellow box and grounders if you aim above the box.

Although the power swing will shrink your batting cursor, it is a good idea to use it with every batter, except the pitcher, until you have two strikes against you. Even poor hitters will rip home runs.

Don't be aggressive with the cursor: If the pitcher aims out of the strike zone, keep your cursor inside the zone anyway. That way, you're ready to hit the ball if it happens to curve back in.



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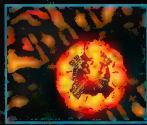
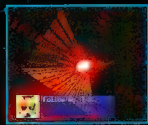
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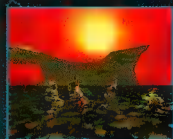
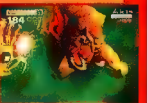
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Game Over

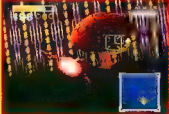


DEFEAT ANDROSS ONCE AND FOR ALL...



Andross has two forms. The first is a giant face with two hands. The right hand (his right) fires electrical beams. This is the one you should concentrate on. Zap Andross' eyes to give yourself some time to whittle him down. After that hand is gone, he'll try sucking you in. Launch a bomb into his mouth to stop him.

The second form is a brain with roving eyes. Spin around in a circle and zap the eyes. Then concentrate on the brain stem. You must escape with your life by following your father out through the corridors.



The best way to survive Star Fox 64 is to memorize each level and recognize its patterns.

If you do not defeat Andross while traveling down the difficult path, you will fight a decoy of him instead. Hit the second form with a single bomb.



Invoice

Cororian Army Attn: Gen. Pappas
Payment due for services rendered:
Vannemen units destroyed: 1279
Total amount due: \$88 81856

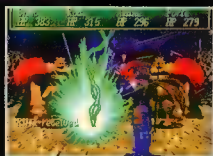
Star Fox 64

STARFOX 64

Game Over

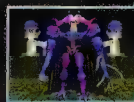
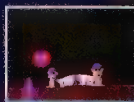
SHINING the HOLY ARK

As you approach the Holy Ark on the top of Godspiek, Rilix the sage and her two evil vampire henchmen will materialize directly in front of you. By now, most members of your party should be at or around Level 20. If they're not, it might be a good idea for you to hang around the Desire Mines a little longer, defeating monsters and building experience points along the way first.



Make no mistake, Rilix and her cronies are formidable opponents, making this the most difficult fight thus far. It's a good idea to have a couple of containers of Goddess' Tears handy (or the Light of Hope) to replenish your character's MPs later during this extremely long battle. Also, use Forte's Shield magic to lessen the blow of the vampire's Level 1 Hell Blast attacks and Rilix's own Lightning magic. Lisa's Support, Rodi/Forte's Lightning and your Inferno magic also work best. Also, keep Basso and Doyle out of the fray until the two vampires have been defeated as they can only attack one enemy out of three at a time.

mid-BOSS: Rilix



After Rilix's demise, Panzer vows to make you suffer by drawing the evil power from the Ark to enhance his own destructive abilities. Great.

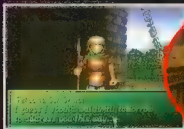
END-BOSS: Panzer

Panzer and his two Evil Body comrades aren't any pushovers either, but for some reason they don't seem as tough as Rilix. What you do have to watch out for is Panzer's Level 2 Soul Steal magic (it does exactly what it says), by far the cheesiest attack in the game. For this reason, keep Melody's battle time to a minimum; every member of the group that's on the screen when this magic



performed is susceptible to an instant death. Keep to the same battle plan as before, utilizing your Inferno magic as much as possible and victory will soon be yours.

Two words of caution. One: You must keep Melody alive! She's the only member of your group that can resurrect dead allies. Two: Try to have Akane at Level 19 going into the battle, so you can utilize her Level 4 praying magic!



Congratulations! You've just killed the bad guys and saved the entire planet! For such heroics, you and you alone are offered the honorable position of Minister of Defense over the land of Enrich. It doesn't really matter whether you accept or decline this generous offer. Either way you end up leaving the town the same way you entered it, staying true to your wandering mercenary persona. What a shame.

Galaxy Over

There are 20 different endings, and each one can be added to others depending on what you accomplish. For every requirement you fulfill, you will get one more additional screen. Remember, you only have two and a half years to meet them all. Once you know what the requirements are, the best ending is a snap!



Scenario 1: worst ending

Scene: You ditch the farm, leaving your dog behind barking sadly.

Terms:

Happiness rate: less than 100
Money: less than 1000G.

Scenario 2: many cows

Scene: There are many cows. You ring the bell and they come to you.

Terms:

Number of cows: 7-12

Scenario 3: less cows

Scene: There are cows and chickens in the ranch. You milk and brush a cow.

Terms:

Number of cows: 1-6

Scenario 4: in the coop

Scene: You collect eggs in the chicken coop. You drop an egg and get attacked.

Terms:

Number of chickens: 1 or more

Scenario 5: friendly cow

Scene: You get L-size milk. Then you fall asleep on your cow. A butterfly flies by.

Terms:

Love rate: 192-255
Number of cows: 1 or more

Scenario 6: in the corn

Scene: You water the corn and the dog helps you.

Terms:

of corn shipped: 200+

Scenario 7: tomatoes

Scene: You load tomatoes onto your horse, water with the sprinkler and then rest.

Terms:

No. of tomatoes shipped: 200+

Scenario 8: tomatoes 2

Scene: Your dog starts barking in the tomato field. He starts chasing a mole.

Terms:

No. of tomatoes shipped: 200+

Scenario 9: turnip field

Scene: While in the field, midgits appear. One falls. You give a turnip to him.

Terms:

No. of turnips shipped: 200+

Scenario 10: dog & horse

Scene: You call the dog and he comes to you. The horse snuggles with you.

Terms: You are not married
Happiness rate: more than 100

Scenario 11: mountain

Scene: Wild animals give you a berry when you are chopping stumps.

Terms: You are not married
Happiness rate: more than 800

Scenario 12: Maria

Scene: You and Maria go to town. Your parents talk to the mayor and his wife.

Terms:

You marry Maria

Scenario 13: Ann

Scene: You and Ann go to the general store. Ann sets down her latest invention. You talk to Nina. Her mother and Ann's father get married.

Terms:

You marry Ann

Scenario 14: Nina

Scene: Nina and her mother are in the flower garden. A frog appears and scares them. You go on a picnic and the goddess eats the cake.

Terms:

You marry Nina

Scenario 15: Ellen

Scene: You and your dog are in the field. Ellen rides in on the horse. You all go on a picnic in the mountains. Birds are singing.

Terms:

You marry Ellen

Take care of your cows. They will get you the most money.

Scenario 17: popular you

Scene: All the girls in town call out to you as you stroll by. You're a stud.

Terms: You are not married
Love rate (all girls): 1500+
Happiness rate: more than 200

Scenario 18: one child

Scene: Your child crawls around the house, with both parents watching over. It's a happy scene.

Terms:

You have one child

Scenario 19: two children

Scene: You're working on the farm, when your wife and children come home. Your toddler runs up and gives the other a hug.

Terms:

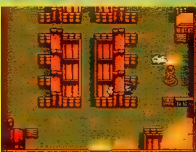
You have two children

Scenario 20: best ending

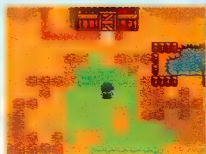
Scene: Your parents, children, cows and chickens (everybody) gathers in front of your house. Your dog brings his wife and children. It's a giant happy picture.

Terms:

You have two children
Happiness rate: more than 900
Number of cows: 1 or more
Number of chickens: 1 or more
Power Berries found: 10
Money: 10,000G+
Hugging your dog: 100 or more



TIPS



Harvest enough grass to feed the animals.



The secret garden keeps track of the power berries.



Buy the seed for the fastest-growing plants.



Next Month

ELECTRONIC GAMING MONTHLY

October 1997

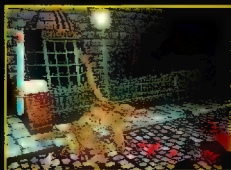
Now that the E! buzz is dying down, it's time to get excited about fall, gaming's best season.

Serving as a prelude to the grand holiday season is the highly anticipated Final Fantasy VII.

EGM's Review Crew will determine whether Square's much bal-lyhooed RPG was worth the wait.



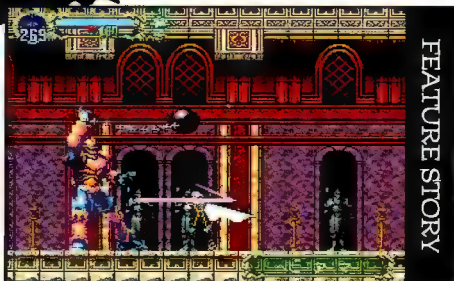
This is Shawn Smith. We really shouldn't allow him on the Internet, but we're gonna do it anyway. I hope Netscape fixed all their security bugs.



Every TV show has a cheesy Halloween special, so why can't we? Be afraid. Be very afraid!

Also on the docket are Sony's NFL GameDay 98 and Bomberman for the Saturn—the sequels to some of gaming's most popular titles.

Features? Hoo-boy, do we have features. We finally decided that it was safe enough to let EGM editor



FEATURE STORY

Konami's hugely anticipated Castlevania: Symphony of the Night will certainly set the mood for an eerie Halloween! Look for a detailed walk-through, plus stats on all the weapons, monsters and much more.



Abe's Oddworld's tough puzzles will melt your mind. We'll tell you how to avoid being lunch!

FEATURE STORY



Don't you hate it when you can always score with a certain play in a sports game or when you can always crush the computer by using the same combo repeatedly? Find out why when EGM looks at the brains inside the games.

Shawn Smith on the Internet for 24 hours. Follow his questionable exploits next issue. If that's too heavy a topic for you, dig into the brains of some of the most popular console games. EGM's look into artificial intelligence will discuss, dissect and evaluate how games think. And finally,

you won't want to miss EGM's long-awaited Halloween Special. We'll look at the scariest video games and let you know if they lived up to their horrific billing.

EGM²

Tip, Tricks and Strategies from real gamers to real gamers

October 1997

With Halloween just around the corner, we plan to put something *really* spooky in our issue. (No, not a picture of our staff!)

Rather, what better way to enjoy All Souls Day than with a megablowout of the next Castlevania game for the PlayStation. We'll show you all the blood-curdling details of this gigantic game to get through both castles! Also, look for in-depth stats of everything from the creatures to the weapons.

EGM then goes from the spooky to the strange with Oddworld: Abe's Oddysee. This unique title will certainly push your puzzle-solving skills to the limit as you help Abe rescue his slave friends. We'll help you figure out how to solve this game's most difficult puzzles.



Madden 98 is just one of the awesome pigskin titles that have us salivating as we prepare our next sports strategy guides.

As the leaves turn delicate colors and birds depart for warmer skies, a young man's fancy turns to one thing...sports games! In our next issue, we'll blow out the hottest pigskin games, plus take a look at other up-and-coming sports titles.

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- Free roaming 3D gameplay lets you go anywhere as you run, jump, climb, push, swim and jelly jump!
- Breathtakingly lush graphics in over 50 amazing environments including forests, glaciers, deserts, lava flows and underwater caves.



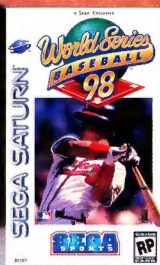
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